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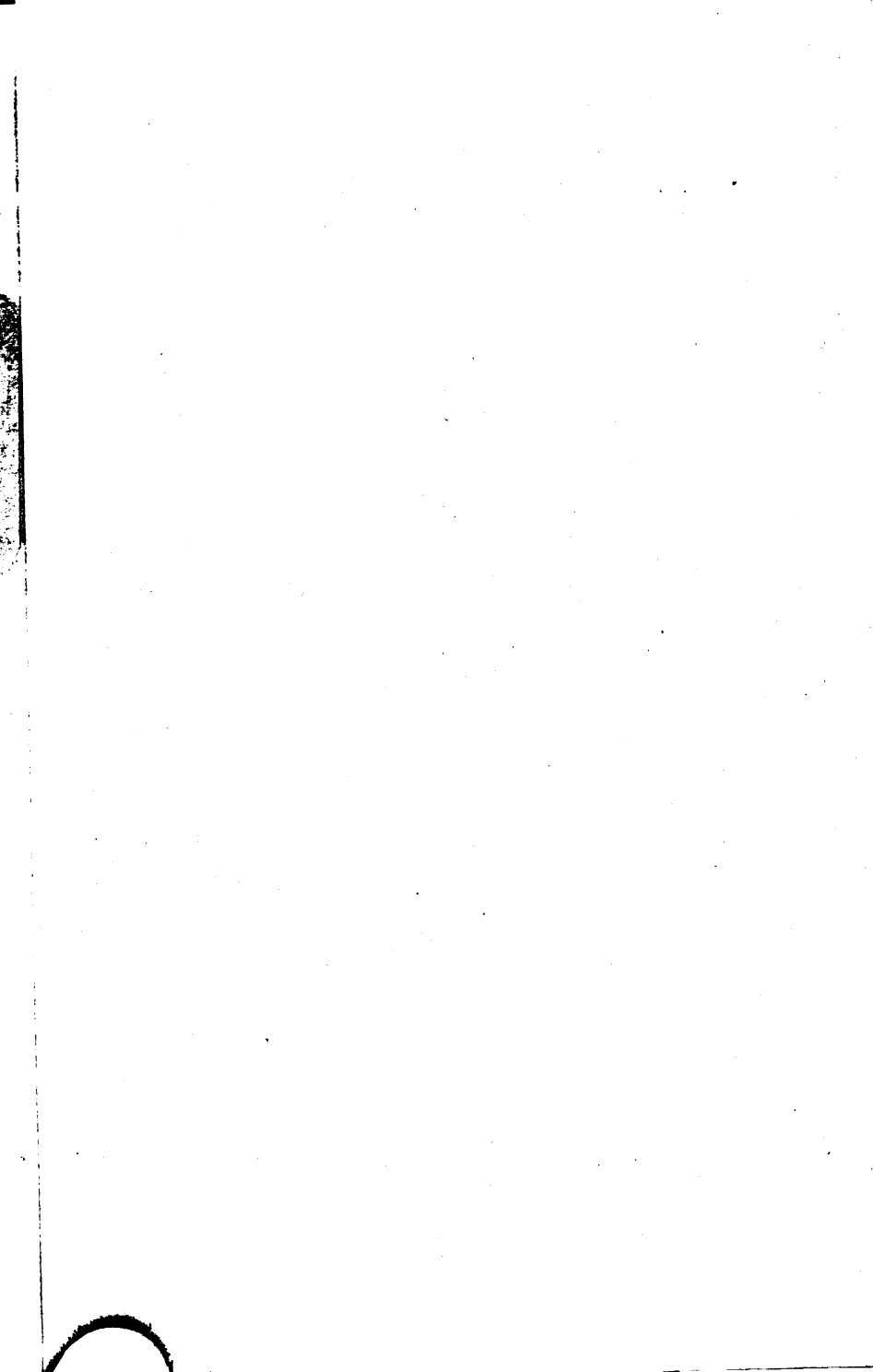


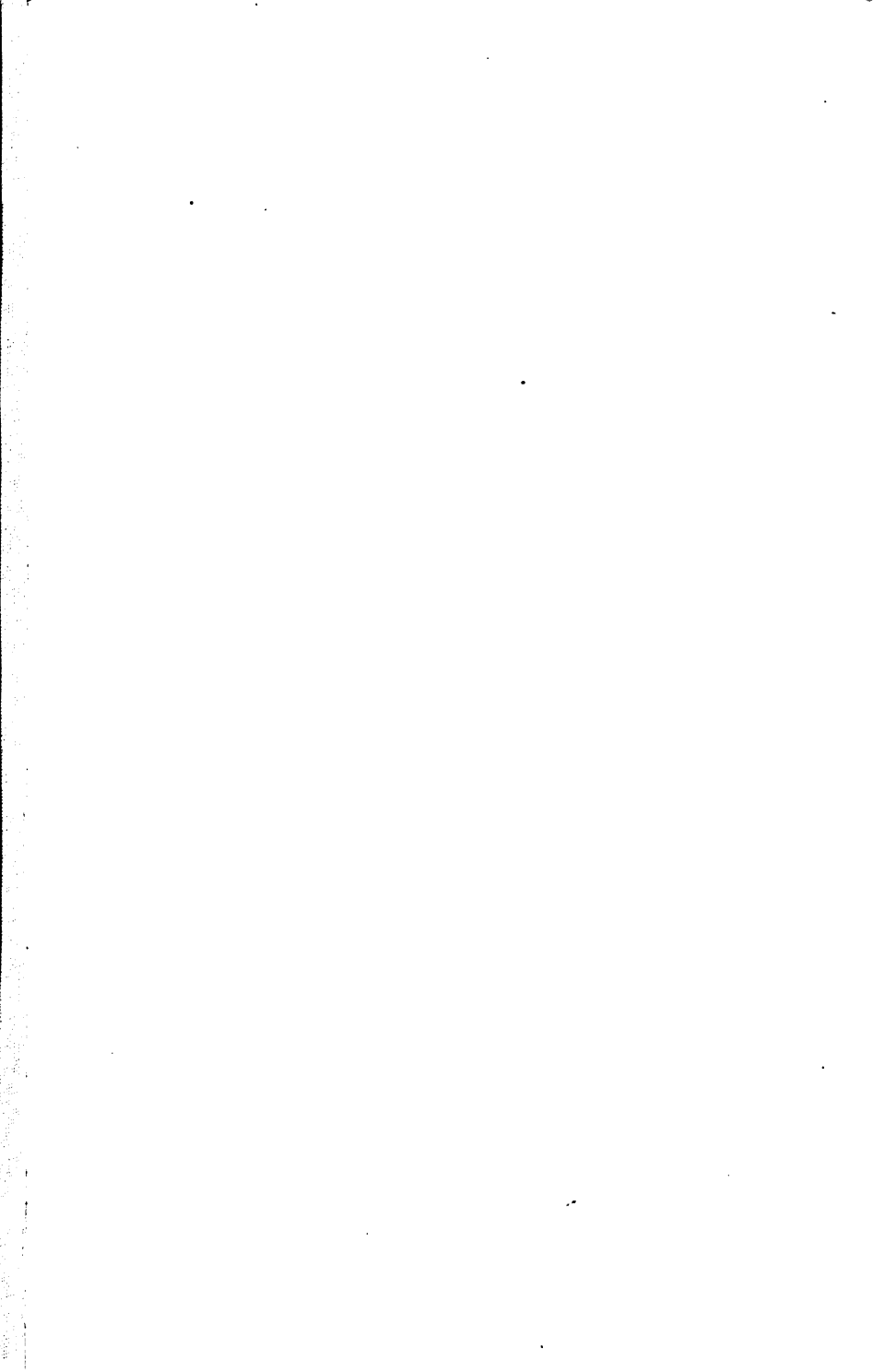
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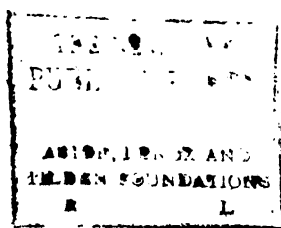
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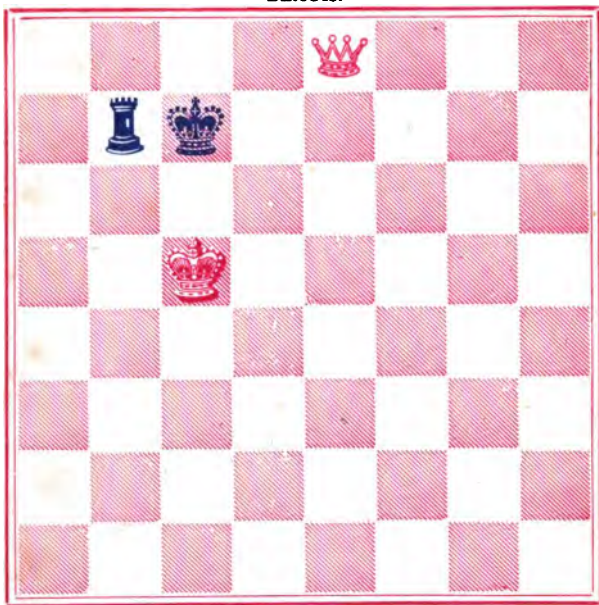


MREF

5-11-10

PROBLEM.

BLACK.



WHITE.

White to play and win in ten moves.

See page 42.

Watson R.D.
9/23.3
07

ANALYSIS
OF THE
CHESS ENDING
KING AND QUEEN AGAINST KING AND ROOK
BY "EUCLID."

Edited by *mc*
E. FREEBOROUGH.

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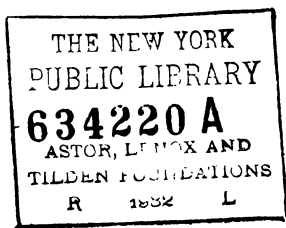
NEW YORK
1895
PUBLISHED BY
J. B. LIPPINCOTT & CO.

LONDON:
KEGAN PAUL, TRENCH, TRÜBNER & CO., LIMITED,
PATERNOSTER HOUSE, CHARING CROSS ROAD.

HUDDERSFIELD: J. E. WHEATLEY AND CO., NEW STREET.

1895.

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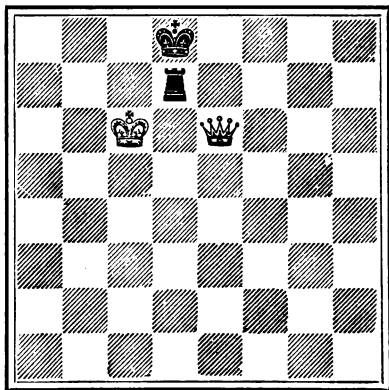


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INTRODUCTION.

THIS treatise had for its origin a Chess Ending which occurred some years ago in a game played between the Compiler and the Editor. The player of the White men had succeeded in making a Queen, and, after driving his opponent's King to the edge of the board, the position recorded in the accompanying diagram was reached, with Black to move. In this situation it might be thought, by many Chess players, that Black was very nearly at the end of his resources, and that White had an easy victory. In the actual game, however, these anticipations were not realised. White expended much time and pains in discovering a winning combination, and would have had more difficulty if his adversary had made the best moves. Subsequent examination showed that the latter could prolong the game, and retain the Rook on the board, against the best play, for twenty-six moves, counting from the position on the diagram. Both combatants were thus led to the conclusion that there was much to be learned in this Ending, and that Amateurs, like themselves, had generally little idea of the possibilities on either side. The view commonly held and expressed that there could be no



practical difficulty in winning with the Queen against a Rook was therefore discarded as illusory. That the Queen could win, except in certain well-known cases, might still be accepted as an absolute fact, but whether she could always force the game in the requisite number of fifty moves, according to the laws of Chess, was a question not easy to answer.

In the course of further examination so many remarkable positions were brought to light, and so many beautiful lines of play, that the Author was induced to classify and arrange them in the present work. It represents the result of much analytical labour, and has at least the recommendation of being original, and even unique in Chess literature. It is as thorough as circumstances permit, with due regard to the student's time and patience.

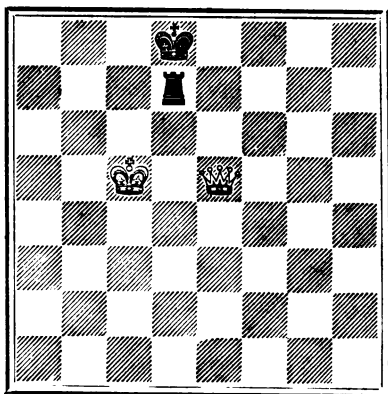
The position given on the previous page is not a suitable one from which to begin a general examination of this Ending. After the first moves:—1 ... R-QB2ch ; 2 K-Kt6, R-QKt2ch ; 3 K-R6, the White King is badly placed for easy and methodical arrangement of the numerous and complicated variations which arise from the play of Black's Rook.* The most convenient way of commencing the analysis is from one of the six positions in Group A of the series of diagrams appended to this work. The simplest of these (No. 1) is the first dealt with, and the examination then proceeds naturally to those which are more difficult. The series is continued in Group C (Nos. 12—17). These are all positions which are very likely to arise in what is usually the preliminary process, *i.e.*, forcing the Black King to the edge of the board.

The general principle and object of the analysis is to show how White (the Queen player) can conclude the game in the simplest way, and in as few moves as possible, from every position given in the diagrams. The number of moves required is an important point, for in almost every instance there are several modes of proceeding which will win sooner or later. Even after the Black King is driven to the edge of the board there are many chances of escape

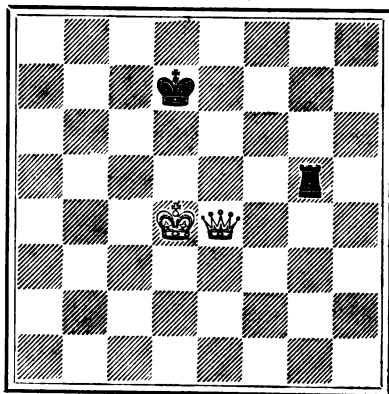
*An outline of the best play on both sides from this situation is given in an Appendix, after Chapter VII., at the end of the book.

unless the attack is carefully conducted. Notes are frequently appended to White's moves, to show briefly why one course is adopted instead of another which might appear, at first sight, equally or perhaps more effectual.

The difference between knowing and not knowing how to win in the quickest way is exemplified by the position recorded at the outset, and also in the two following instances. The first example may occur in working out the solution of the position given in Diagram No. 25, Group E, after 1 Q-K5ch, K-Qsq. Now, the advance of White's King to B6—a natural move—will require sixteen more moves to finish the game. It can, however, be won in ten moves by 2 Q-Kt8ch, K-K2; 3 K-B6, thus forming a position like that in Diagram No. 1, but with the pieces transposed, and placed three squares lower on the board.



In the second example the defence may be made to continue for eighteen or twenty moves if White commences by attacking Black's Rook with the Queen, but by playing K-B4 White can win in five moves. This position, which may very fairly be ranked as a Chess problem, springs naturally out of the study and comparison of analogous situations, and is in its way—as a possible Ending—a triumph of analysis as compared with invention.



When Black (the Rook player) has to begin, every defence is given that prolongs the game to any extent, and all the results are fully worked out in detail. The principal lines of play are in the

main variations; the others in subsidiary variations, or in the notes which accompany the moves. The plan of exhausting every possible variety of defence is not generally adopted in the examination of Chess Endings, considered apart from Chess Problems. The analysis is lengthened by it, but the student is saved much trouble, and the number of moves necessary to win the game from any given point is definitely fixed.

When the alternative moves at Black's disposal include variations that have been dealt with previously, it is of course not necessary to repeat them. In such cases references are supplied, by which they can easily be found at the places where they have occurred. Consequently the demonstrations in the earlier chapters become very useful when solving subsequent and more difficult positions.

The twenty-eight diagrams placed at the end of this work are intended to serve as guide-posts indicating the various stages of the solution. When the student has ascertained the distance from the nearest guide-post, either in the form presented or a transposition, he will then know his distance from the solution in any position on the board. The diagrams are arranged in five groups, lettered respectively A to E.

Group A, comprising six diagrams (Nos. 1—6) commences with a well known position given by Philidor. The other figures in this group have all the same form, but the various pieces are moved successively one square to the right.

Group B comprises a series of positions (Nos. 7—11) which arise from, or are variations of, the lines of play adopted in analysing the situations in Group A. They are chiefly remarkable for being won by White in very few moves, if Black has to play first; thus showing that the primary arrangement of the pieces is the best qualified for purely defensive purposes. When White has the first move it is much more difficult for him to win. This applies especially to the situations in Diagrams Nos. 8, 9, and 10.

In Group C, the original arrangement of pieces in Group A is preserved, but the respective positions (Nos. 12—17) are placed a line lower on the board, thus allowing the Black King more freedom of action, and consequently prolonging the defence.

Groups D and E (diagrams numbered respectively 18—22, and 23—28) represent situations which occur frequently in working out the solutions to previous positions. Nearly all of them, as in Group B, are more quickly won when Black has to play first. The main exception is No. 23. Here, if Black has to move, the defence can be prolonged by 1 ... R-Kt4ch, driving White's King, on penalty of stalemating his adversary, into a less favourable position.

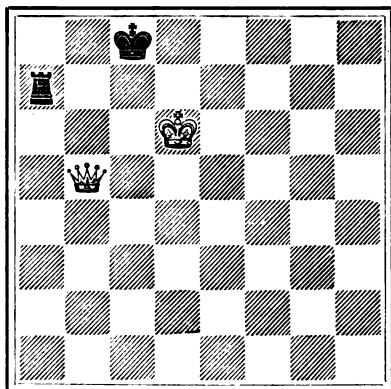
It is considered that these five groups of diagrams are sufficient for illustrating most of the devices known in this Ending, for attack or defence. Any attempt to make the work more complete by adding other groups would lead to a repetition of combinations and references. The solution given in the Appendix to the difficult position on page iii. will show how the original arrangement on the diagram is gradually transposed into one or other of the situations dealt with in this treatise.

Some of the positions analysed in the following pages were published in a series of articles which appeared in Vol. 12 of the *Chess Monthly* for 1890, commencing from a diagram in the well known Book of End-games by Professor Berger (*Theorie und Praxis der Endspiele*), but there was no general examination of the subject, and the number of moves required by the Queen-player to win from the various situations was, in many cases, overstated.

It is an important point in the analysis to have all the solutions in the most convenient form for reference and comparison. For this reason the various positions are kept, as much as possible, on the Queen's (or left hand) side, and on the upper part of the board. In carrying out this idea they are occasionally transposed or reversed. The process will be easily understood with the following explanation.

It is clear that owing to there being no Pawns on the board, any position on the diagrams may be transferred from left to right, or *vice versa*, without any alteration in the relative arrangement of the pieces with regard to each other and the edge of the board, and consequently that it is quite immaterial from which side they are examined. The solution, in any case, is essentially the same, the only difference being that the moves are variously described.

An example occurs after Black's first move in Chapter I., Section II., page 8. The position is that on the diagram annexed. It corresponds with Diagram No. 11, Group B, where a similar arrangement of pieces is presented on the right hand side of the board. The solution is concluded on the Queen's side in Chapter I., Section II.



The position No. 6, in Group A, is also transferred to the Queen's side, at the commencement of Chapter IV., in order that its solution may be given where most convenient for subsequent use.

It is also desirable that, as a rule, the game should be concluded with the Black King on his first line, and not lower down in the Queen's Rook's file, otherwise the positions are liable to become inverted, as in the diagram adjoined, which is the same position as that in Diagram No. 2, Group A, but turned half round. To avoid an occurrence of this kind in Chapter I., Section III., the two Kings are transferred diagonally after the fourth move, as there shown. Other instances are explained as they occur, the general principle in every case being that the new arrangement shall exactly coincide with the previous one, so far as regards the relative distance of the pieces from each other, and their scope for action.

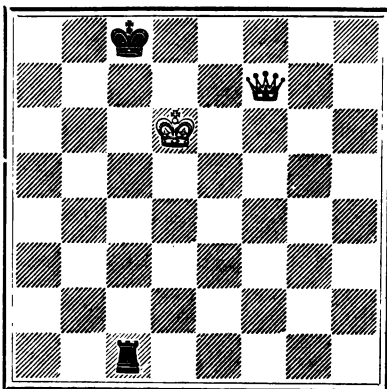


It is owing to this method of economising positions that the present work is kept within reasonable limits, and yet made to include situations which may occur in any quarter of the Chess-board. Its utility, as a text-book, extends beyond the solution of the

problem how to win with the Queen against a Rook. It is an elaborate study of the power of both pieces; also of that favourite resource with Chess-players the *coup de repos*, a help or hindrance, as circumstances may determine, to the play of the two Kings.

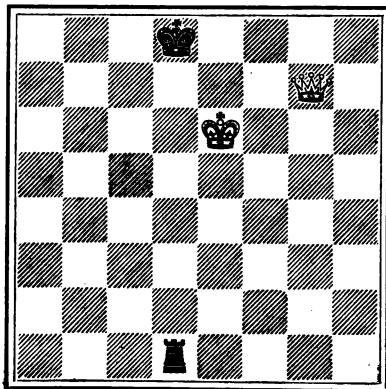
There are several ways of winning the Rook by short combinations which may occur at various stages of the analysis. Some of them being both curious and interesting are worthy of special notice here.

In the first instance there is the well known diverging check, when the Rook is placed at a distance from his King. A neat illustration is given on the accompanying diagram. White, having to play, would lose time by checking on K8, KB8, or KB5, but wins the Rook in five moves by 1 Q-Kt8ch, K-Kt2; 2 Q-Kt2ch, K-R2; 3 Q-QR2ch, &c. It should be noted that a move more would be



required for the solution after 2 Q-QKt8ch, K-Bsq; as White must then continue with 3 Q-QR3; also that much time would be lost by commencing (as in the following position) by 1 Q-QKt3, R-B2, &c.

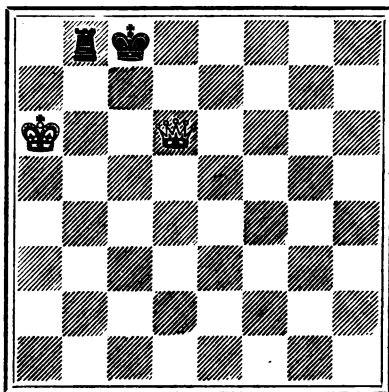
Secondly, White can often win quickly by placing his Queen where she prevents the Rook from checking or moving without being lost immediately. A case of this kind is shown in the diagram adjoined, which is like that given above, but with all the pieces moved one square to the right. White could win the Rook in six moves, as in the last example, by 1 Q-R8ch, K-B2; 2 Q-R2ch, &c., but a shorter course is to play 1 Q-B3. Black's only way of avoiding mate, or immediate loss of the Rook by diverging checks,



is 1 ..., R-Q2 ; and White then finishes the game in four moves by 2 Q-R5ch, K-Bsq ; 3 Q-R8ch, &c.

Another illustration of the same principle is appended. All White's checks do nothing to forward the attack or end the game quickly, but the fine move 1 Q-K5 leaves Black entirely without defence.

The annexed diagram further shows the importance of gaining or losing a move, as one means of more quickly obtaining a winning position. This is a notable point in the solution to Diagram No. 1, page 2. The Queen, instead of playing from K5 to QR5 in one move, plays first to QRsqch and thence to QR5. A similar device is applicable for the solution of Diagram No. 2, page 3. White, after his opponent's move 1 ..., R-B8, may play 2 Q-K2. Black's best reply is 2 ..., R-B2 (otherwise the piece is soon lost). White continues by 3 Q-K8ch, K-Kt2 ; 4 Q-Kt5ch, K-Bsq ! ; and the position is again that on the diagram, but with White to play and win in four moves, as noted in the text. This solution, however, is one move longer than that by 2 Q-R4. The latter therefore has the preference for analytical purposes.



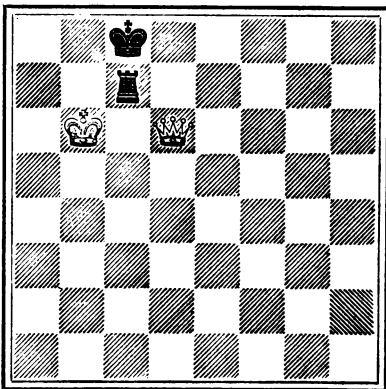
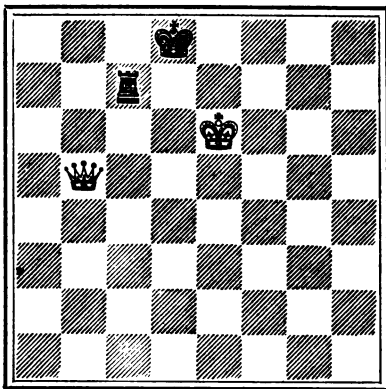
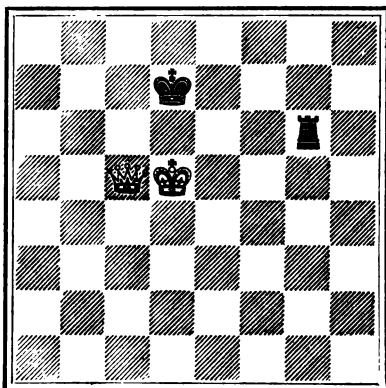
All these methods of concluding the game are simple when isolated. Difficulty is introduced when a decisive position is reached in an indirect and unusual manner ; also when there are several plausible moves at White's disposal. It is a distinct advance in aggressive tactics when a position is obtained which gives Black the option of several courses, introducing different combinations with each course, but always with the same consequence that the Queen is left mistress of the situation, and the ultimate win brought nearer.

For defence the play of the Rook requires considerable foresight and attention to avoid disaster. The most obvious resources are (1) to keep him near his King—protecting and protected—as shown

in the collection of diagrams, Groups A to E ; (2) to play him when forced to move away, to squares where, for the moment at least, he is out of range of a diverging check. See the diagram annexed. (3) To place him on the same diagonal as the adverse King, inasmuch as he can only be attacked diagonally. See diagram in Chapter II., Variation B3, page 15.

The Rook's chances of active service are (1) by hindering the adverse King from occupying, or holding, possession of critical squares ; (2) by threatening stalemate if captured, also (3) by winning the Queen when placed on the same line or file as her King. The first two resources are illustrated by the position on page iii., and also by Diagram No. 4, Group A, after 1 ... R-QB2 ; 2 Q-Kt5ch, K-Qsq : 3 K-K6. See the position in the margin. Here Black may safely check on QB3 and drive the King from his sixth line.

This, as well as the third resource, is shown in the adjoining diagram. Black may play 1 ... R-QKt2ch ; 2 K-R6, R-QR2ch ; and if now 3 K-Kt6, then 3 ... R-R3ch, &c. It is, of course, sufficient for delaying the win, that the Rook should be able to threaten these possibilities, *i.e.* :—be in a position to act offensively as well as defensively.



For practical purposes the many short Endings given, in which the game can be won in three or four moves, will in themselves furnish a novice with an almost inexhaustible collection of studies in the art of selecting the right move when the choice is so extensive as to be one of some difficulty to an unpractised player.

The foregoing observations will, it is hoped, be amply sufficient to show the beauty and difficulty of the problem solved in this work; also its far reaching adaptability to other Endings in which the Queen has considerable freedom of movement. With regard to the defence it has been shown that the danger of allowing the opponent to queen a pawn may be modified to some extent when circumstances are favourable.

In conclusion, the Compiler cannot wish for his readers any greater pleasure in following out his variations than that which he has himself experienced in discovering and arranging them.



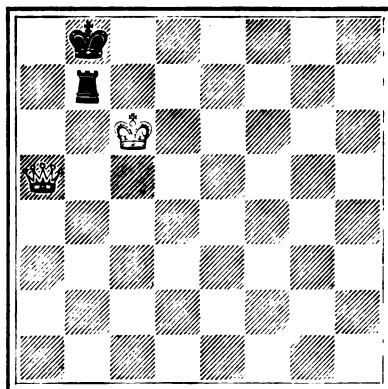


CHAPTER I.



THE first three Sections of this Chapter supply solutions to the positions given in Diagrams Nos. 1-3, Group A, and show how the game can be finished in the most expeditious manner against the best play on the part of the defence. The Variations in Black's moves which occur in Sections II. and III. are placed at the end of each Section, and lettered A to D. Some of them are comparatively simple, but owing to the variety of play on the board, they are not always obvious, and are also useful for reference in solving the more intricate positions treated in subsequent Chapters. They show generally the great nicety of play requisite to conduct the attack properly to a point where Black's defensive resources are exhausted, and he is forced to lose the Rook or be mated.

Section I. Diagram No. 1.



THIS is the old position given by Philidor. If White plays first he can win the Black Rook in eight moves. If, however, Black has the first move his game is lost in five moves. White's first object is therefore to secure the same position with Black to play. He can do this by checking as below, purposely losing a time by his second and third moves on the Rook's file ; or he may play 1 Q-Q5, which effects the same purpose. All other checks and moves of the King or Queen will delay the result.

- | | | |
|---|---------|-------------|
| 1 | Q-K5ch | K-Rsq or R2 |
| 2 | Q-Rsqch | |

With Black's King on Rook's square, White might also play 2 Q-R8ch, 2 Q-K8ch, or 2 Q-Q5 as in Sec. III., Var. B, move 7.

- | | | |
|---|-------|--------|
| 2 | | K-Ktsq |
|---|-------|--------|

For the line of play which follows it makes no difference whether the Queen be placed on QRsq, QR2, 3, or 4. All checks lose time.

- | | | |
|---|------|--|
| 3 | Q-R5 | |
|---|------|--|

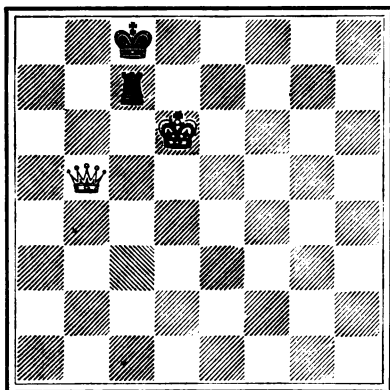
We have now the diagram position but with Black to move, and his only course to prolong the game is to play the Rook away from his King. When this is done the winning combination is comparatively simple. It is essential that the student should be quite familiar with the above position, not only as presented on the diagram but also when transposed, by the White Queen being placed on Q8, and Black's King on QR2. In the following analysis it is frequently utilised, for reference, in both these forms.

- | | | |
|---|-------|-------------|
| 3 | | R-QKt6 or 8 |
|---|-------|-------------|

....If 3 .., R-KR2, or KB2 ; 4 Q-K5ch, and wins in three moves.

- | | | |
|---|---|------|
| 4 | Q-Q8ch | K-R2 |
| 5 | Q-Q4ch, and wins the Rook in three moves. | |

Section II. Diagram No. II.



IN this position, with the pieces further away from the side of the board, both players have more freedom of action than in Diagram No. 1. White, playing first, can win in four moves commencing with 1 Q-QR5. It will easily be seen that Black's reply 1 ..., R-Q2ch is ineffectual, on account of 2 K-B6, &c. On the other hand Black, playing first, can prevent the loss of his Rook for seven moves as follows :—

1 R-QR2

This is a transposition of Diagram No. 11, Group B, with White to play.

....If 1 .., R-B8, White wins in six moves. Var. A.
 " 1 .., R-KKt2, " six " Var. A1.
 " 1 .., R-B6; 2 Q-R5, " four "
 2 Q-K8ch

The checks on QB file, and on KB5 lose time, as a little examination will show.

2 K-Kt2
 3 Q-Q7ch K-Ktsq

If White plays 3 Q-B6ch, time is lost by the above reply.

4 Q-Q8ch K-Kt2
 5 Q-B7ch, and wins in three moves.

A.

VARIATION ON BLACK'S FIRST MOVE.

1 R-B8

White plays and wins in six moves.

2 Q-R4

Checking on K8 or KB5 delays the result.

2 K-Ktsq or Kt2
 3 Q-Kt3 or 4ch

After the alternative move 2 .., K-Kt2, time is lost by 3 Q-K4ch, K-Ktsq, &c.

3 K-Bsq
 4 Q-QR3

There is a way of winning the Rook, when the Queen is on QKt3, by 4 Q-KKt8ch, K-Kt2; 5 Q-Kt2ch, &c., but this requires five moves.

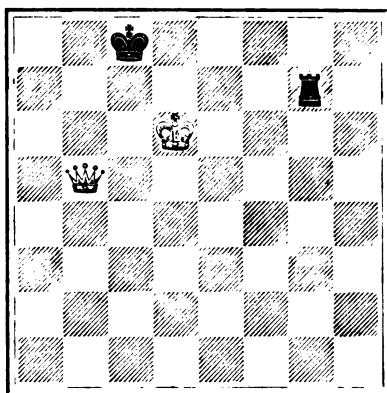
4 R-Q8ch

....If 4 .., R-QKt8; 5 Q-R8ch, and wins in two moves.

5 K-B6 threatening mate, and wins the Rook in two moves.

A1.

VARIATION ON BLACK'S FIRST MOVE IN VAR. A.



1 R-KKt2 (Dia.)

White plays and wins in six moves.

2 Q-KB5ch

If 2 Q-K8ch as in the main variation, K-Kt2, and White wins in ten moves. See Section III., Var. D.

2 K-Kt2

3 Q-B8ch

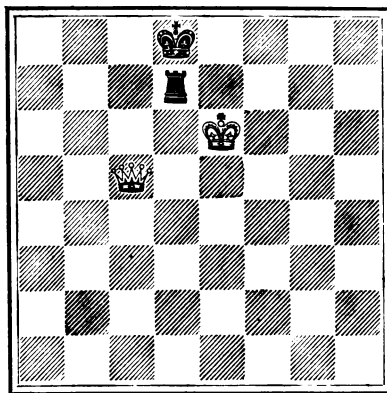
Time is lost by 3 Q-K4ch, K-Ktsq; also by 3 Q-Ktsqch, K-B or Rsq.

3 K-R2 or Kt3

4 Q-B2ch K-R3 or 4

5 Q-QR2ch, and wins the Rook in two moves.

Section III. Diagram No. III.



In this situation, White, having to play, can win easily in three moves, by 1 Q-Kt6ch (not 1 Q-KKt5ch, or 1 Q-QR5ch). If Black has to play first the game may be prolonged for fourteen moves, as shown in the following analysis :—

1 R-QKt2

This is a transposition of Diagram No. 10, with White to play.

..If 1 .., R-Q8; 2 Q-KB2, and wins in three moves.

..If 1 .., R-KR2; 2 Q-QR5ch, and wins the Rook in three moves.

2 Q-Q6ch

The game can be continued fifteen moves after 2 Q-QR5ch, K-Bsq: 2 Q-B8ch, and 2 Q-KKt5ch will also delay the result.

2 K-Bsq

3 Q-B6ch K-Ktsq

4 K-Q6 K-R2

....If 4 .., K-Rsq, White wins in nine moves. Var. B.

„ 4 .., R-Kt8, „ nine „ Var. B1.

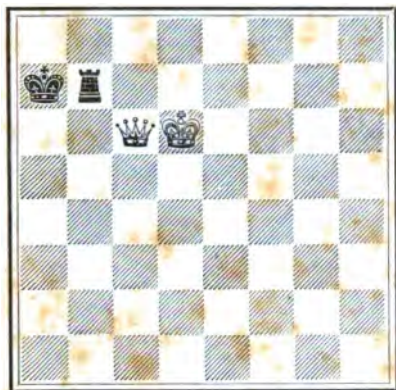
„ 4 .., R-Kt7, „ ten „ Var. C.

„ 4 .., R-KKt2, „ ten „ Var. D.

„ 4 .., R-KR2; 5 Q-K8ch, seven „ Var. B1, move 6.

„ 4 .., R-QR2; 5 Q-K8ch, six „ Sec. II., move 2.

For the purpose of subsequent reference and comparison, the position is now transposed by removing Black's King to QKtsq and White's King to QB5, as shown by the two following Diagrams. The relative situation of the pieces with regard to each other is the same in both cases.



Original form.



Transposed form.

The analysis is continued from the transposed form for reasons explained in the Introduction. White wins in eleven moves by playing his Queen to the centre of the board, also by 5 Q-K8ch, K-B2; forming the position on Diagram No. 19, Group D. 5 Q-Q5 loses a move, Black's best reply being 5 ..., K-B2.

5 Q-K4

K-Bsq

....If 5 ..., R-Q2; 6 K-B6, R-QKt2; White wins in seven moves. Var. C, move 7.

„ 5 ..., K-R2; 6 K-B6; „ „ seven „ Var. B, move 6.

„ 5 ..., K-B2; 6 Q-K8; „ „ six „ Dia. No. 19,

Group D.

„ 5 ..., K-Rsq; 6 K-B6, K-Ktsq; „ „ seven „ Var. C, move 7.

The quickest course after 5 ..., K-Bsq is to advance the White King.

6 K-B6

R-QB2ch

7 K-Kt6

K-Qsq

8 Q-R8ch

8 Q-KR4ch, R-K2 lengthens the defence: also 8 Q-Q5ch, R-Q2.

8

R-Bsq

White now wins in seven moves, by forcing the Rook to leave Black's King.

9 Q-Kt7

Time is lost by 9 Q-Q5ch, K-K2.

9

R-B8

....If 9 .., R-B6; 10 Q-Q5ch and wins in three moves.

10 Q-Q5ch

....If 10 Q-K4 at once, the reply is 10 .., R-B2.

10

K-Ksq

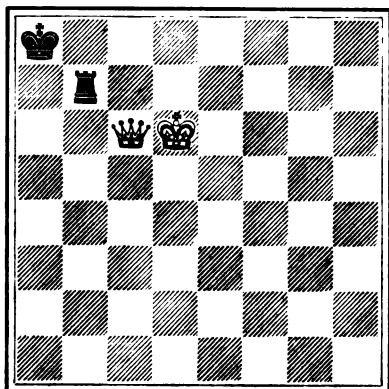
11 Q-K4ch

K-Qsq or Q2

12 Q-Q8ch and wins in three moves.

B.

VARIATION ON BLACK'S FOURTH MOVE IN SEC. III.



4 K-Rsq (Dia.)

White plays and wins in nine moves.

5 Q-K4

5 Q-Q5 may also be played, but all checks enable Black to prolong the defence.

5 K-Ktsq

..If 5 .., K-R2; 6 K-B6 wins in seven moves as below.

6 K-B6 K-Rsq

..If 6 .., K-R2; 7 Q-QR4ch followed by 8 Q-R5, as in Sec. I., move 3.

7 Q-Q5

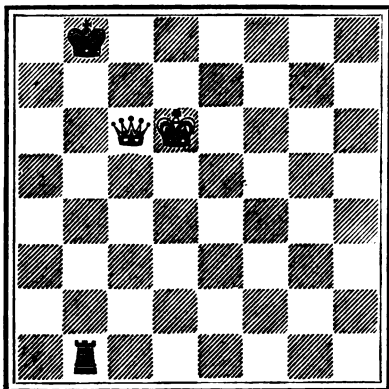
Or 7 Q-QR4ch followed by 8 Q-R5 may be played.

7 K-Ktsq or R2

8 Q-QR5 or Q8, making Diagram No. 1 with Black to play. White wins in five moves. See Sec. I., page 2.

B1.

VARIATION OF BLACK'S FOURTH MOVE IN SEC. III.



4 R-Kt8 (Dia.)

White plays and wins in nine moves.

5 Q-K8ch

If 5 Q-K4, as in Var. C, a move is lost.

5 K-R2

6 Q-R4ch

A move is lost by 6 Q-K3ch, K-Ktsq, &c.

6 K-Ktsq

7 K-B6 R-Kt2

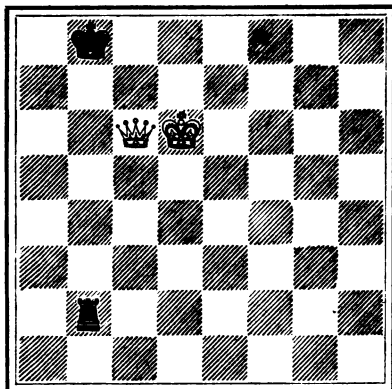
..If 7 .., R-B8ch; 8 K-Kt6, and wins in four moves.

8 Q-R5 (Diagram No. 1)

White wins in five moves as in the preceding variation.

C.

VARIATION ON BLACK'S FOURTH MOVE IN SEC. III.



6

R-Kt4

....If 6 .., R-Kt6; White wins in six moves. Var. C2.

,, 6 .., R-KKt2ch; 7 K-B6 wins in seven moves. Var. B, move 6.

7 K-B6

R-Kt2

8 Q-K8ch, followed by 9 Q-Q8 which forms a transposal of Diagram No. 1. See page 2. White wins in five moves.

4 R-Kt7 (Dia.)

White plays and wins in ten moves.

5 Q-K4

Time is lost by checking.

5 R-Kt3ch

..If 5 .., R-KR7, White wins in seven moves. Var. C1.

,, 5 .., R-Kt2; 6 K-B6 wins in seven moves, as in Var. B, move 6.

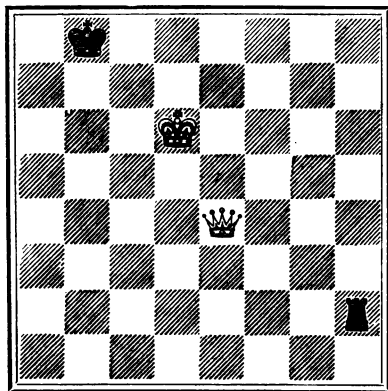
,, 5 .., R-Q7ch; 6 K-B6 wins in three moves easily.

6 K-Q7

If 6 K-B5, K-R2, and White loses a move.

C1.

VARIATION ON BLACK'S FIFTH MOVE IN VAR. C.



5 ... R-KR7 (Dia.)

White plays and wins in seven moves, either by 6 Q-KB4 or 6 K-Q7. 6 Q-K5 requires one more move.

6 Q-KB4 , R-R2

..If 6 .., R-QB7; 7 K-Q7disch, and wins in two moves.

7 K-B6disch K-Rsq

..If 7 .., K-R2; 8 Q-B2ch, and wins in four moves.

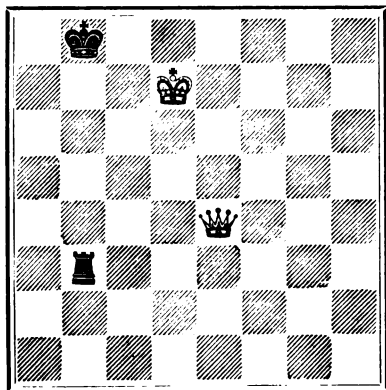
8 Q-QR4ch R-QR2

..If 8 .., K-Ktsq; 9 Q-Kt3ch, and wins the Rook in three moves.

9 Q-Kt3, and wins in three moves.

C2.

VARIATION ON BLACK'S SIXTH MOVE IN VARIATION C.



6 R-Kt6 (Dia.)

White plays and wins in six moves.

7 Q-K5ch K-R2

8 K-B7

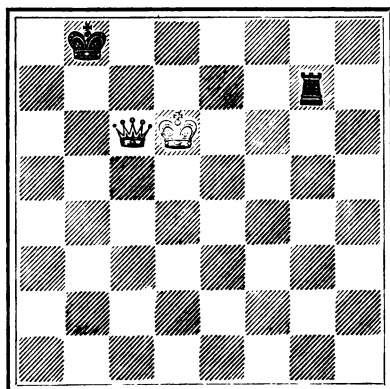
Further checks cause delay.

8 R-Kt2ch

9 K-B8, and wins in three moves.

D.

VARIATION ON BLACK'S FOURTH MOVE IN SEC. III.



4 R-KKt2 (Dia.)

White plays and wins in ten moves.

5 Q-K8ch

He may also play 5 Q-K4, as in Var. C, page 7.

5 K-Kt2

..If 5 .., K-R2; 6 K-B6, R-Kt2, and White wins in six moves. See Var. B, move 7.

6 Q-K4ch K-Ktsq

..If 6 .., K-R3; 7 K-B6, and wins in three moves.

7 K-B6 K-Kt2

8 Q-K8ch, followed by 9 Q-Q8, thus making a transposition of Diagram No. 1. White wins in five moves. See Sec. I., page 2.

CHAPTER II.

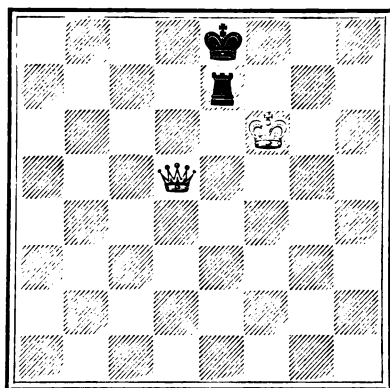


THIS Chapter contains the solution to the position in Diagram No. 4, Group A. After Black's first move (which makes the position similar to that given in Diagram No. 9, Group B) White has two ways of winning the game, both requiring sixteen moves. The line of play selected is the one which most effectually limits Black's choice of moves, for defence or obstruction.

The method of forcing the Black Rook and King to the edge of the board, after move 5 of the Analysis, is worthy of attention, and frequently occurs in subsequent variations. The attack from move 12 in the mainplay is new, and shortens the game by a move.

Some curious positions arise in the variations marked B1, B2, B3, and B4 (especially in B3), where the Rook is sheltered, or protected from divergent attack by the situation of White's King. More difficult and elaborate examples of the kind will be found in the following Chapters.

Diagram No 4.



THE change of place for the pieces in the above diagram, as compared with the previous positions, is again in favour of the defence. Black, having to play first, can prolong the game for sixteen moves.

1

R-QB2

This makes a transposition of Diagram No. 9, Group B, with White to play. The game can be won in sixteen moves, either by the attack given below, or by 2 Q-K6ch, K-Qsq; 3 Q-Q6ch, K-QBsq; 4 K-K6, &c. The latter course however allows Black more variety of play.

2 Q-QKt5ch

K-Qsq

In this position, if White were to make the natural move, 3 K-K6, Black would reply 3 ... R-B3ch, leading to stalemate if the Rook be taken. The alternative course, by 3 Q-Kt8ch, K-Q2, would obviously improve Black's position. White therefore proceeds by playing his King as follows :—

3 K-K5

K-K2

If 3 ... R-B8, White wins in thirteen moves. Var. A.

„ 3 ... R-KKt2; 4 Q-Kt8ch, K-K2; White wins in nine moves. See below after move 8.

„ 3 ... K-Bsq; 4 K-Q6, and wins in seven moves. See Dia. No. 2, Chap. 1,

„ 3 ... R-KB2 or Q2; 4 K-K6 and wins in three moves. [Sec. II.

4 Q-Q5

This is the best square for the Queen. After 4 Q-Kt4ch, and the reply K-Ksq, White's game is not forwarded. After 4 Q-Kt6 follows R-Q2 or K-Q2. Again, after 4 Q-K2, Black may play 4 ... R-B4ch; 5 K-Q4dis ch, K-Q3; for the Rook cannot be won by either 6 Q-R6ch, R-B3; or by 6 Q-KR2ch, K-B3, &c.

4

R-Q2

....If 4 .., R-B8, White wins in thirteen moves. Var. B.
 „ 4 .., R-B6, „ nine „ Var. C.
 „ 4 .., K-Ksq, „ eight „ Var. D.

From this point White has a simple way of winning by taking up a position on the King's side, which disables the Black Rook, and forces him to the edge of the board. The defence lasts two moves longer if 5 Q-B5ch, K-Qsq; and is greatly prolonged by 5 Q-K6ch, K-Qsq.

5 Q-KKt8

The situation is now that in Diagram No. 21, Group D, with Black to play. His game is lost in twelve moves.

5

R-B2

....If 5.., R-Q8, White wins in six moves. Var. E.

6 Q-Kt7ch

K-Qsq

7 Q-B8ch

K-Q2

8 K-Q5

This is Diagram No. 20, Group D, with Black to play. The defence is prolonged for nine moves.

8

R-Kt2

...If 8 .., R-QB8; 9 Q-KB5ch, and wins in five moves. Compare with Var. E move 6.

9 Q-B7ch

K-Bsq

10 Q-K8ch

K-B2

11 K-B5

This is Diagram No. 19, Group D, with Black to play. The defence lasts for six moves.

11

R-R2

....If 11 .., R-Kt8; 12 Q-K5ch, and wins the Rook in three moves.

White may now continue by playing 12 Q-K7ch, K-Ktsq; 13 Q-Q8ch, K-Kt2; 14 K-Kt5, making Diagram No. 18, Group D; in which Black's Rook having reached the side of the board must leave his King, and fall by a divergent check. The following attack concludes the game a move more quickly :—

12 Q-K5ch

K-Kt2

13 K-Kt5

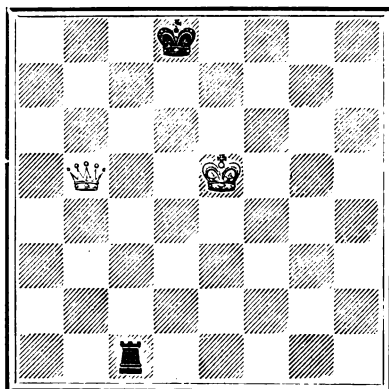
K-Bsq

If 13 .., K-Rsq; 14 Q-Q5ch, and wins in three moves, by pinning the Rook, or playing K-Kt6.

14 K-Kt6, and wins in three moves, by forcing the Rook to an unsafe square.

A.

VARIATION ON BLACK'S THIRD MOVE IN THE MAINPLAY.



4 Q-R5ch

K-Bsq

....If 4 .., K-Ksq; 5 Q-R4ch, K-Qsq; 6 K-Q6, &c.

5 K-Q6

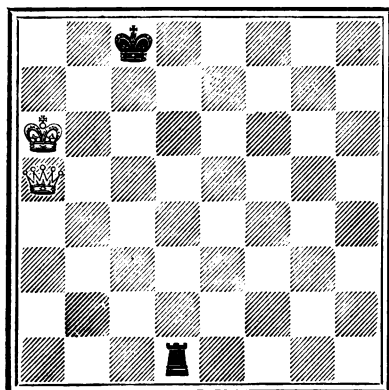
R-Q8ch

....If 5 .., K-Kt sq or Kt 2; 6 Q-Kt4ch, continuing as in Chap. I, Var. A, and wins in four moves.

6 K-B6

The game lasts a move longer if 6 K-K6, R-QKt8.

The situations which follow are illustrations of the power of the Queen in an open board.



After Black's eighth move.

3 R-QB8 (Dia.)

White now wins in thirteen moves by the check given below, which prepares the way for one of three diagonal attacks on Black's Rook from QR3, K2, or KB4, as opportunity permits. This consideration limits Black's action. The defence would be lengthened if White were to check on Queen's file; or play 4 K-Q6, R-Q8ch; 5 K-B6, R-B8ch; 6 K-Kt6, R-K8; thus making a position like the Diagram below, after move 8, but with all the pieces one square further to the right. To win, in this position, requires twelve more moves.

6 R-B8ch

7 K-Kt6 R-Kt8ch

If 7 .., R-Q8; 8 Q-KB5ch, and wins in four moves.

8 K-R6 R-Q8 (Dia.)

If 8 .., R-Kt sq; 9 Q-K5!, and wins in three moves.

If 8 .., R-KB8; 9 Q-B3ch, and wins in three moves.

The position on the Diagram annexed is frequently required for future reference. White can win in eight moves.

9 Q-KB5ch

K-Qsq

....If 9 .., K-Ktsq, White wins in six moves. Var. A1.

White cannot now win the Rook by further checks with the Queen. Two moves would be lost by 10 K-Kt6, R-Q3ch; 11 K-B5.

10 K-Kt7

K-K2

11 Q-KKt5ch

Neither 12 Q-K4ch, K-Q3; nor 12 Q-QB5ch, K-K3 wins so quickly.

11

K-Bsq

12 Q-B4ch

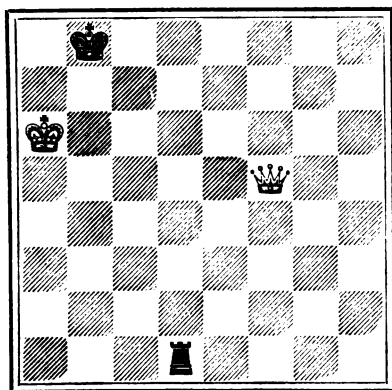
K-K2

13 Q-QKt4ch, and wins in three moves.

The concluding position introduces a variety of diverging checks, and makes a good study of this method of finishing the game.

A1.

VARIATION ON BLACK'S NINTH MOVE IN VAR. A.



9 K-Ktsq (Dia.)

White plays and wins in six moves.

10 K-Kt5!

The play is far from being obvious. Much time would be lost by 10 Q-KB4ch, K-Bsq; 11 Q-KKt4ch, R-Q2, &c.: also by 10 K-Kt6, R-Q3ch, &c.

10 K-R2

If 10 .., R-K8; 11 K-Kt6 and wins in two moves.

11 Q-KB2ch

The game lasts a move longer if 11 Q-KR7ch.

11

K-Ktsq

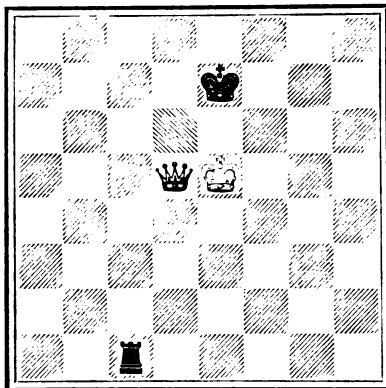
12 Q-B4ch

K-Bsq

13 Q-Kt4ch, or K-B6, and wins in two moves.

B.

VARIATION ON BLACK'S FOURTH MOVE IN THE MAINPLAY.

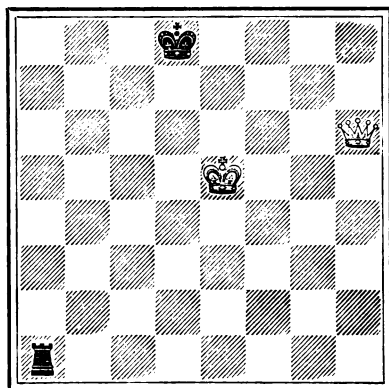


7 Q-B8ch, as in the mainplay p. 11, move 7.

White wins in ten moves.

B1.

VARIATION ON BLACK'S SIXTH MOVE IN VAR. B.



8 Q-QB4ch

9 Q-Kt8ch

....If 9 .., K-R2, White wins in six moves. Var. B4.

10 K-Q6

4 R-QB8 (Dia.)

White plays and wins in thirteen moves.

5 Q-K6ch K-Qsq

The pieces now stand as in the Diagram Var. A, after move 8, but with the Queen on K6, instead of QKt5. The quickest way of winning is not to check, but to attack the Rook as follows:—

6 Q-KR6 R-B2

If 6 .., R-QR8; White wins in ten moves. Var. B1.

If 6 .., R-Q8; White wins in eight moves. Var. B2.

If 6 .., R-K8ch; 7 K-Q6, K-Ksq; 8 Q-R4, and wins in three moves.

If 6 .., R-KB8; 7 Q-R4ch, and wins in three moves.

6 R-QR8 (Dia.)

White plays and wins in ten moves. The Rook in this position, is on the same diagonal as White's King, and is thus sheltered from the Queen's divergent checks. White gives the check as below, in order to place the Queen on a better square for attack. He would obtain a less favourable position by 7 Q-Q2ch, K-Ksq, &c.

7 Q-R4ch K-B2 or Bsq

If 7 .., K-Ksq, White wins in nine moves. Var. B3.

After the King has been played on the Bishop's file White can drive him to the edge of the board, and then compel the Rook to remove to an unsafe square.

K-Kt2 or Ktsq

K-R3 or Rsq

K-R2

....If 10 .., R-R4 or R2; 11 K-B6, and wins in two or three moves.
 „ 10 .., R-KKt8; 11 Q-QR4ch, „ four „

11 K-Q7

Time would be lost by 11 K-B7, also by 11 Q-K3ch.

11

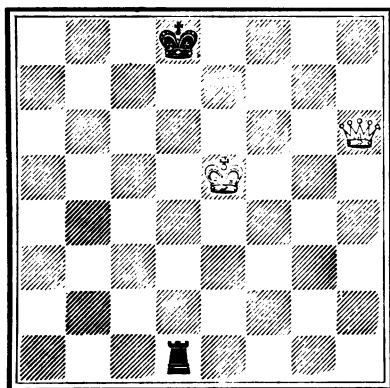
R-KB8

....If 11 .., R-KR8; 12 Q-K3ch, and wins in three moves.

12 Q-R4ch, and wins in four moves.

B2.

VARIATION ON BLACK'S SIXTH MOVE IN VAR. B.



6 R-Q8 (Dia.)

White plays and wins in eight moves.

7 Q-R4ch K-B2 or Bsqr

With the Black King on QBsq White would gain nothing by 8 Q-KKt4ch. Black's reply by 8 .., R-Q2 would enable him to prolong the defence.

8 Q-QB4ch K-Qsq

9 K-K6 R-K8ch

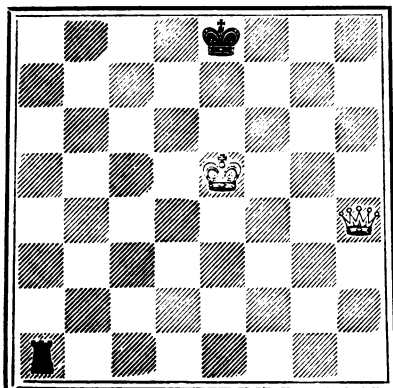
If 9 .., R-Q7; 10 Q-Kt5, and wins in three moves.

10 K-Q6 R-Q8ch

11 K-B6! and wins in three moves, according to Black's play.

B3.

VARIATION ON BLACK'S SEVENTH MOVE IN VAR. B1.



7 K-Ksq (Dia.)

White plays and wins in nine moves. In this position, as in Var. B1, the Rook cannot be won by a divergent attack owing to the situation of White's King. If the Rook be forced to move by 8 Q-Q4, then 8 .., R-R4ch; 9 K-B4, and now R-R4 will lengthen the defence. White therefore continues by 8 Q-QB4, a strong move, which, when combined with K-B6, threatens to mate the Black King; or enables White to win the Rook, by the line of play commencing with 9 Q-B3.

8 Q-QB4 K-K2

....If 8 .., R-K8ch; 9 K-B6, and win in four moves.

9 Q-B8 R-Q8

....If 9 .., R-QKt8; 10 Q-B7ch, K-Ksq (best); 11 Q-B8ch, and wins in four moves.
 „ 9 .., R-KB8; 10 Q-Kt4ch, and wins in three moves.

10 Q-Kt4ch K-Qsq

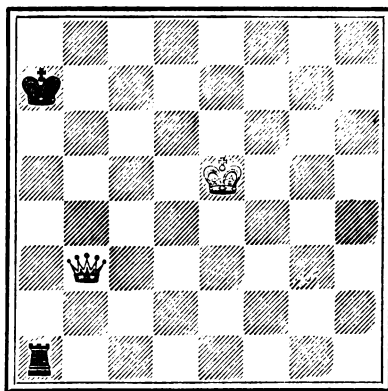
11 K-K6 K-B2, or Bsq

12 Q-QB4ch K-Qsq

White can finish the game in four moves, either by 13 Q-QR4; or by 13 Q-Kt3, as at the end of Var. A in Chapter I., or of Var. D in this Chapter.

B4.

VARIATION ON BLACK'S NINTH MOVE IN VAR. B1.



9 K-R2 (Dia.)

White plays and wins in six moves, as in Var. B1, by moving his King away from the position where he shelters the Rook.

10 K-Q6 K-R3

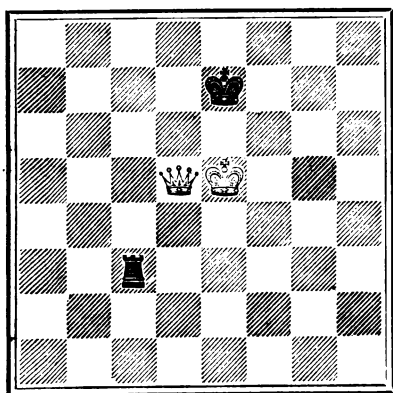
....If 10 .., R-KB8; 11 Q-R4ch, and wins in four moves.
 „ 10 .., R-KR8; 11 Q-K3ch, and wins in three moves.

11 Q-Q8ch K-Kt2

12 Q-Q5ch, and wins in three moves.

C.

VARIATION ON BLACK'S FOURTH MOVES IN THE MAINPLAY.



4 R-B6 (Dia.)

White plays and wins in nine moves. The position is similar to those given in Vars. B1 and B3, but with the Rook nearer to White's King, where it can be won more easily than when placed on QR8, or QKt7.

5 Q-Q6ch K-Ksq

If 5 ..., K-B2; White wins in six moves. Var. C1.

6 K-B6 R-B6ch (best)

7 K-Kt6 R-B8

If 7 ..., R-Bsq; 8 Q-QB5!, and wins in three moves.

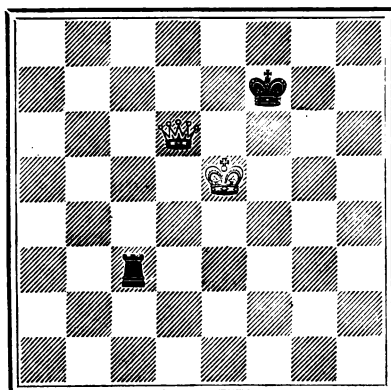
8 Q-K5ch

This is a transposed form of a situation which occurs in Chapter I., Section III., p. 5, after White's 10th move.

8 K-Qsq
9 Q-Q4ch K-Ksq, or K2
10 Q-K8ch, and wins in three moves.

C1.

VARIATION ON BLACK'S FIFTH MOVE IN VAR. C.



5 K-B2 (Dia.)

White plays and wins in six moves. The simplest and most expeditious mode of finishing the game is to drive the Rook from the present sheltered position to a more exposed square, by playing 8 K-Q4, after which, wherever the Rook may be placed, he cannot escape being captured by an easy combination of moves.

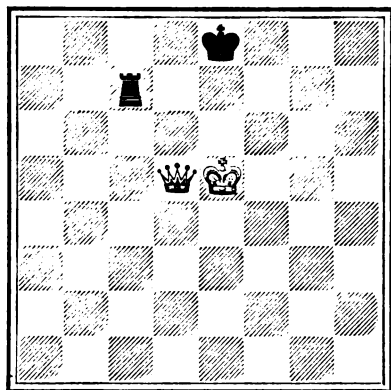
6 K-Q4 R-QB7

7 Q-B4ch Kkt2, or Ktsq

8 Q-Kt5ch, and wins the Rook in three moves.

D.

VARIATION ON BLACK'S FOURTH MOVE IN THE MAINPLAY.



4 K-Ksq (Dia.)

White plays and wins in eight moves.

5 K-B6

The position is now a transposal of Diagram No. 9, Group B, with Black to play.

5 R-B8

6 K-K6

6 QKt5ch, K-Qsq would lengthen the defence.

6 R-K8ch

7 K-Q6 K-Bsq

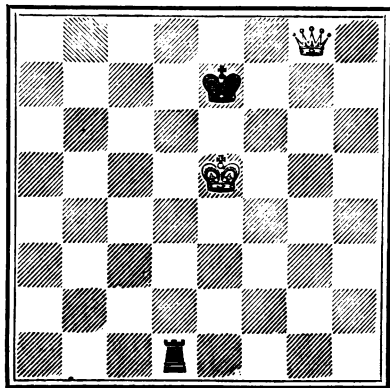
8 Q-B8ch K-Ksq

A transposed form of this situation will be found in Chapter I., Var. A., p. 3. The pieces there are one square nearer the edge of the board. The manner of winning is, in both cases, the same, viz. :—by attacking the Rook with Queen. The Rook can also be won by a series of checks commencing 9 Q-R8ch, K-B2; 10 Q-R2ch, &c., but the game then lasts two moves longer.

9 Q-KKt3, and wins in three moves.

E.

VARIATION ON BLACK'S FIFTH MOVE IN THE MAINPLAY.



5 R-Q8 (Dia.)

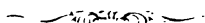
White plays and wins in six moves.

6 Q-Kt5ch K-Bsq

7 Q-B4ch K-K2

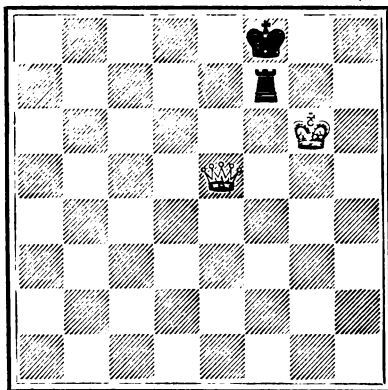
8 Q-KR4ch, and wins in three moves.

CHAPTER III.



THIS Chapter supplies a solution to the position given in Diagram No. 5, Group A. Black, having to play, loses in sixteen moves, as in the position No. 4, treated in Chapter II. Owing however to all the pieces being placed one square further to the right than in Diagram No. 4, a different plan of attack is necessary after White's third move. The variation marked B introduces a number of new combinations, but long solutions are obviated by reference to positions previously treated. The play of the Queen, otherwise than by checking, is a remarkable feature in this Chapter, and worthy of special study. Among the simple endings, to which detailed solutions are not provided, will be found some which are highly interesting.

Diagram No. 5.



BLACK having to play first, can prolong the game for sixteen moves.

1 R-Q2

This makes a transposition of Diagram No. 8, Group B, with White to play. The shortest way to win is by proceeding as in Chapter II., page 10. Four additional moves would be required for the continuation commencing with 2 Q-B6ch, K-Ksq; 3 Q-K6ch, K-Qsq; 4 K-B6, &c.

2 Q-QB5ch K-Ksq

If now 3 K-B6, Black could safely check on Q3.

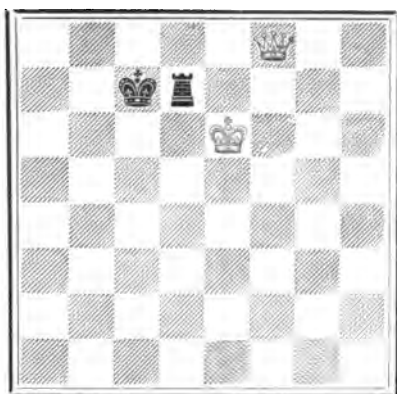
3 K-B5 K-Qsq

....If 3 .., K-B2	White wins in thirteen moves.	Var. A.
„ 3 .., R-Q8	„ fourteen „	Var. B.
„ 3 .., R-KR2	„ eight „	Var. C.

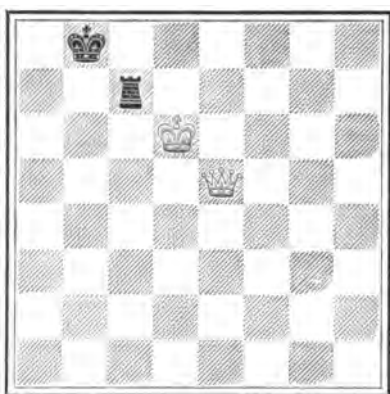
The following attack wins the game a move more quickly than by playing 4 K-K6, which reverts to Diagram No. 3, Group A.

4 Q-B8ch K-B2
5 K-K6

The position is shown on the following diagram. The relative situation of the pieces with regard to each other is the same as in Diagram No. 1, Chapter I. The resemblance is made obvious by lowering the latter position two squares and then looking at it sideways. Black's move here 5 ..., R-R2, corresponds to R-Kt6 in the former position, but the continuation differs.



After White's fifth move.



After White's ninth move.

5

R-R2

....If 5 .., R-Qsq White wins in nine moves. Var. D.

„ 5 .., R-Q8; 6 Q-KB4ch, K-Bsq; and White wins by a line of play similar to that given in Chapter II., Var. B3 (page 16) after Black's eleventh move.

6 Q-B4ch

K-Bsq

....If 6 .., K-Kt3; 7 Q-K3ch and wins in four moves.

7 K-Q6 (best)

The defence would be prolonged by either 7 Q-QB4ch, R-B2; or by 7 Q-KKt4, R-Q2.

7

R-QB2

....If 7 .., R-QR2, White wins in nine moves. Var. E.

8 Q-B5ch

An alternative line of play is by 8 Q-K5, which is equally effective.

8

K-Ktsq

....If 8 .., K-Kt2; 9 Q-Kt5ch, and wins in four moves.

9 Q-K5

A notable position: see Diagram above. Time would be lost by 9 Q-Kt5ch, R-QKt2, &c.

9

R-QKt2

....If 9 .., K-Kt2; 10 Q-Kt5ch, and wins in four moves by 11 Q-QR5, &c.

„ 9 .., K-Bsq; 10 Q-QR5 and wins in three moves.

„ 9 .., R-B7; 10 K-Q7disch „ „

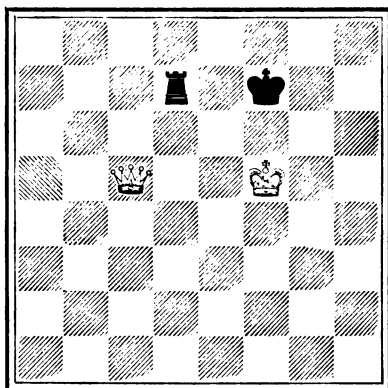
10 K-B6disch

K-R2, or R sq

11 Q-Rsqch, as in Chapter I., Section 1, move 2, and wins in six moves.

A.

VARIATION ON BLACK'S THIRD MOVE.



3

K-B2 (Dia.)

White will now win in thirteen moves, by playing as in the main game of Chapter II. See page 10.

4 Q-K5

R-K2

-If 4 .., K-Bsq White wins in eight moves. Var. A1.
 ,, 4 .., R-Q8 ,, ,, nine ,, ,, A2.
 ,, 4 .., R-Q6 ,, ,, eight ,, ,, A3.
 ,, 4 .., R-Q7; 5 Q-K6ch ,, three ,,
 ,, 4 .., R-R2; 5 Q-Q5ch ,, three ,,

After 4 .., R-K2 the defence would be prolonged for sixteen moves if White were to follow the line of play given in Chapter II., page 11, and proceed by 5 Q-KR8; making Diagram No. 22, Group D.

5 Q-Q5ch

K-Kt2

-If 5 .., K-Ksq White wins in ten moves. Var. A4.

6 K-Kt5

R-KB2

....If 6 .., K-R2; 7 K-B6, R-KKt2, and White wins in seven moves. Compare Chapter I., Var. C, move 7.

7 Q-Q8

A move is lost by 7 Q-K5ch, K-Bsq.

7

K-R2

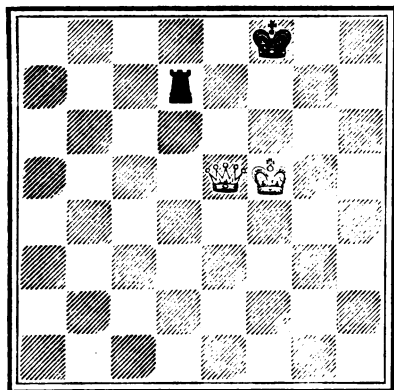
-If 7 .., R-B6, White wins in seven moves. Var. A5.
 ,, 7 .., R-B8; 8 Q-Q4ch, K-Bsq; 9 K-Kt6 and wins in four moves.

8 Q-Q4 and wins in eight moves.

The position is now a transposal of that in Chapter I., Var. C., move 6, page 7.

A1.

VARIATION ON BLACK'S FOURTH MOVE IN VAR. A.



4 K-Bsq (Dia.)

White plays and wins in eight moves, as in Chapter II., Var. D, page 18.

5 K-Kt6

The position is now a transposal of Diagram No. 8, Group B, with Black to play.

5 R-Q8

6 K-B6

The defence would be maintained much longer if 6 Q-QB5ch, K-Ksq, &c.

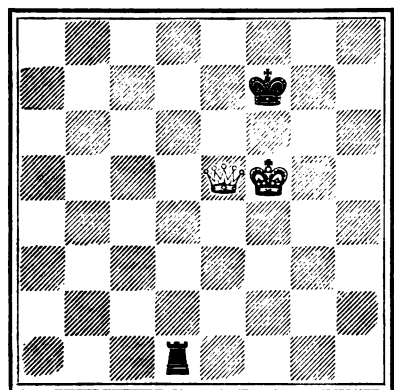
6 R-B8ch

7 K-K6 K-Ktsq

8 Q-Kt8ch and wins in four moves, as in Chapter I., Var. A, move 8.

A2.

VARIATION ON BLACK'S FOURTH MOVE IN VAR. A.



4 R-Q8 (Dia.)

White plays and wins in nine moves. The continuation 5 Q-K6ch is better than that by 5 Q-B6ch, K-Ksq, as given in the analagous position in Chapter II., Var. B., page 14.

5 Q-K6ch K-Bsq

....If 5..., K-Kt2; 6 Q-B6ch, K-Ktsq; 7 Q-QKt6, and wins. The Queen is strongly posted on this square, as is afterwards shown in similar positions.

6 Q-KR6ch K-Ktsq

....If 6..., K-K2; 7 Q-R4ch, K-Bsq; 8 Q-QKt4ch, and wins in three moves, White may now play either 7 Q-QKt6, or 7 Q-QR6, and win in seven moves.

7 Q-QKt6 K-Kt2

....If 7..., K-Bsq; 8 Q-Kt4ch, and wins in three moves.

8 Q-Kt7ch K-Rsq

....If 8..., K-R3; 9 Q-KKt2, and wins in three moves.

„ 8..., K-Bsq; 9 Q-Kt4ch, „ „ „

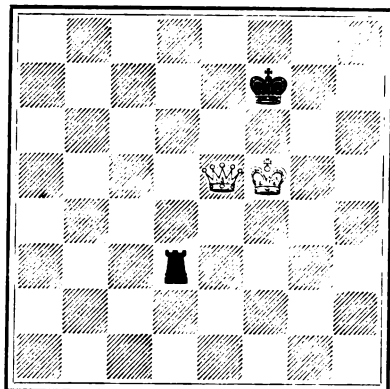
9 K-Kt6 R-Q8ch

....If 9..., R-Kt8ch; 10 K-R6, and wins in three moves.

10 K-B7, and wins in three moves.

A3.

VARIATION ON BLACK'S FOURTH MOVE IN VAR. A.



4 R-Q6 (Dia.)

White plays and wins in eight moves by the same line of attack as that given in Chapter II., Var. C. If he were to play 5 Q-B7ch, the defence would last a move longer by 5 ... K-Ksq; 6 K-K6, R-K6ch; 7 K-B6, &c., as subsequently in Var. B3, move 7.

5 Q-K6ch K-Bsq

.... If 5 ... K-Kt2; 6 K-K4, R-Q7; 7 Q-Kt4ch, and wins in three moves.

6 K-Kt6 R-KKt6ch

7 K-R6 R-Kt8

.... If 7 ... R-Ktsq; 8 Q-Q5! and wins in three moves.

8 Q-Q6ch

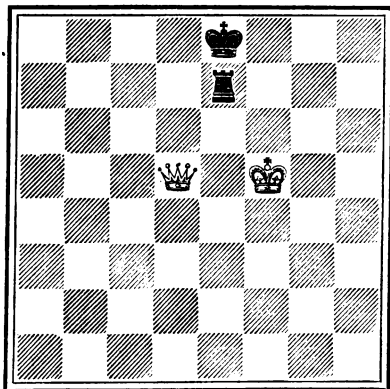
A move would be lost if 8 Q-B5ch, K-Ksq; 9 Q-K5, &c.

8 K-B2

9 Q-Q5ch, and wins in three moves.

A4

VARIATION ON BLACK'S FIFTH MOVE IN VAR. A.



5 K-Ksq (Dia.)

White plays and wins in ten moves.

6 Q-Kt8ch K-Q2

7 K-B6

The arrangement on the board is the same as in Diagram on page 21, but with all the pieces placed one square to the right.

7 R-Ksq

.... If 7 ... R-K8; 8 Q-KKt4ch, K-Qsq; 9 Q-Q4ch, and wins in three moves.

8 Q-B7ch

Or 8 Q-Q5ch, as in Var. B1, move 8 (transposed).

8 K-Qsq

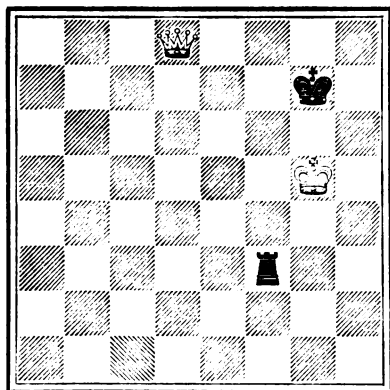
9 Q-QKt7 R-K8 ^{B7C6}10 Q-Q5ch K-Bsq ^{B2B3C6}

11 Q-B4ch K-Q2 or Qsq

12 Q-Q8ch, and wins in three moves.

A5.

VARIATION ON BLACK'S SEVENTH MOVE IN VAR. A.



7 R-B6 (Dia.)

White plays and wins in seven moves.

8 Q-Q4ch K-Bsq

9 Q-B5ch K-Kt2

10 Q-K5ch K-Bsq

11 K-Kt6, and wins in three moves.

B.

VARIATION ON BLACK'S THIRD MOVE (PAGE 20).

8

R-Q8 (Dia.)

For reference and comparison with other Variations the position is transposed as shown in the Diagrams below.



Original form.



Transposed form.

The analysis is continued from the transposed form. White wins in fourteen moves. The preliminary process is to improve the position of the Queen. The defence would be greatly prolonged by 4 Q-Kt4, R-KB8; also by 4 Q-Kt5ch, K-Ksq; 5 K-Q6, R-Q8ch, &c.

4 Q-B4

The Rook must at once return to a square near his King. If Black's King were moved, at this point, the game would quickly be lost by a diverging check.

4

R-K3

....If 4 .., R-K2 White wins in eleven moves. Var. B1.

„ 4 .., K-Ksq; 5 K-Q6 „ five „ Ch. II., Var. B2, move 9.

„ 4 .., K-Bsq; 5 Q-KKt4ch „ three „

„ 4 .., R-Q8; 5 K-B6 „ four „

White's best course, after 4 R-K3, is to attack the Rook with his King as follows:—

5 K-Q5

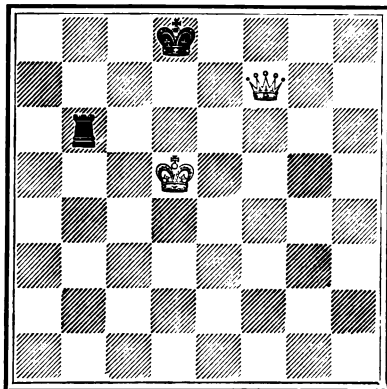
R-QKt3

....If 5 .., R-K2; 6 K-Q6, and wins in ten moves. Var. B1, move 5.

„ 5 .., K-K2; 6 Q-R4ch, and the Rook is won in two or three moves.

The position brought about by 5 .., R-QKt3 is somewhat deceptive. The natural move for White is 6 Q-B8ch, to which Black replies 6 .., K-Q2, and the defence is considerably prolonged. It is therefore best to play the Queen at once to the seventh line.

6 Q-B7 (Dia.)



This is one of the situations in which it is disadvantageous to have the move. Black, having to play, loses in eleven moves. White playing first would require fourteen moves to force the game.

6

K-Bsq

..If 6 .., R-QR3 White wins in ten moves.

Var. B2.

„ 6 .., R-Kt6 „ „ seven moves.

Var. B3.

7 Q-K7

This move enlarges the action of the Queen on the diagonal, while limiting the play of Black's King. A move would be lost by 7 K-B5, R-Kt2.

7

R-Kt8

....If 7 .., K-Ktsq White wins in ten moves. Var. B4.

„ 7 .., R-Kt6 „ eight „ Var. B5.

„ 7 .., R-QR3; 8 K-B5 „ eight „ Var. B2 after move 8.

„ 7 .., R-Kt2; 8 Q-K8ch „ seven „ Chap. II., main var., m. 10.
(p. 11.)

8 Q-K3

White now prevents the return of Black's Rook to QKt3. The game would last two moves longer if 8 Q-K4, R-Kt3: no series of checks will capture the Rook, or advance White's attack.

8

K-Kt2

....If 8 .., K-B2 White wins in nine moves. Var. B6.

„ 8 .., K-Ktsq; 9 K-B6 „ seven „ Var. B6, move 10.

„ 8 .., R-Kt2; 9 Q-K8ch „ seven „ Chapter II., p. 11, move 10.

„ 8 .., R-Q8ch; 9 K-B6 „ three „

„ 8 .., K-Q2; 9 Q-KR3ch „ three „

„ 8 .., K-Qsq; 9 K-B6 „ three „

9 K-B5

K-Rsq

....If 9 .., K-Ktsq; 10 K-B6, and wins in seven moves. Var. B6, move 10.
 ,, 9 .., K-R2; 10 K-B6 d.ch ,, five ,, Ch.I., Var. C1, m.7.
 ,, 9 .., K-Bsq; 10 Q-K8ch ,, four ,,
 ,, 9 .., K-B2; 10 Q-K5ch ,, three ,,
 ,, 9 .., R-Kt3; 10 Q-K7ch, K-R3; 11 Q-Q8, and wins in three moves.
 ,, 9 ... R-KB8; 10 Q-QKt3ch, and wins in three moves.

10 K-B6

A move would be lost by 10 Q-K4ch, R-Kt2.

10

R-Kt2

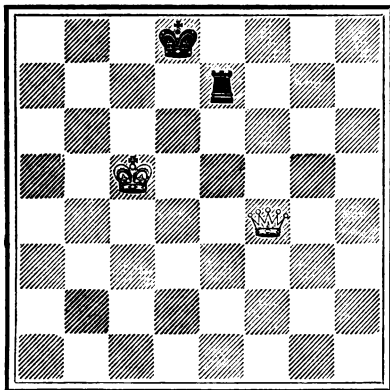
....If 10.., K-Ktsq; 11 Q-KKt3ch, and wins in three moves.

11 Q-QR3ch, transposing into Chapter I., Section I., move 2. White wins in six moves.

This variation is a difficult one, and the manipulation of White's King and Queen requires careful attention, to carry the attack through in the fewest possible number of moves.

B1.

VARIAION ON BLACK'S FOURTH MOVE IN VARIATION B.



4

R-K2 (Dia.)

White plays and wins in eleven moves.

The position may be compared with the transposed form of diagram in Chap. I., Section III. (p. 5), after Black's fifth move. The correct play in both cases is to avoid checking (which delays the result) and advance White's King.

5 K-Q6

R-Q2ch

6 K-B6

K-Ksq

7 Q-QKt8ch !

Better than checking on the King's file.

7

R-Qsq

According to Chap. I., Section III. (p. 5) the corresponding continuation for White at this point should be 8 Q-B7. In the present position, however, Black has a reply by 8 .., R-Rsq, which enables him to gain a move.

8 Q-K5ch

K-B2

....If 8.., K-Bsq; 9 Q-B6ch, K-Ksq; 10 Q-Kt5, and wins in three moves.

9 Q-KB5ch

K-K2

....If 9, K-Ksq; 10 K-B7, and wins in three moves.

10 Q-KKt5ch

K-Ksq

11 Q-R4 !

A useful waiting move.

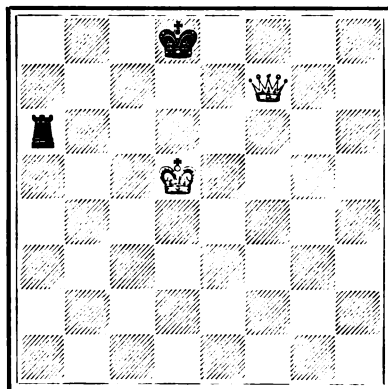
11

R-Bsqch

12 K-Q6, and wins in three moves.

B2.

VARIATION ON BLACK'S SIXTH MOVE IN VAR. B.



6 R-QR3 (Dia.)

White plays and wins in ten moves.

The position of the Queen cannot at the moment be improved. There is no advantage in checking; and if 7 Q-QKt7, then 7 ... R-KR3 helps Black's game. White must therefore play his King.

7 K-B5 K-Bsq

....If 7 ... R-QR6; White wins in seven moves. Var. B7.

8 Q-K7

Time would be lost by checking on the eighth line or at KB5.

8 K-Ktsq

....If 8... R-R6; 9 K-Kt6, and White wins in six moves. Var. B5, move 9.

9 K-Kt5 R-R2

In this situation White has two courses, and both win in seven moves. He may play 10 Q-Q8ch, K-Kt2, making Diagram No. 18, Group D, with White to move, or he may continue as below:—

10 Q-K5ch

K-Kt2

....If 10 ... K-Rsq; 11 Q-Q5ch, and wins in three moves.

Here again White must avoid checking. His shortest course is to limit the Black's King's movements, by attacking the Rook.

11 Q-Q4

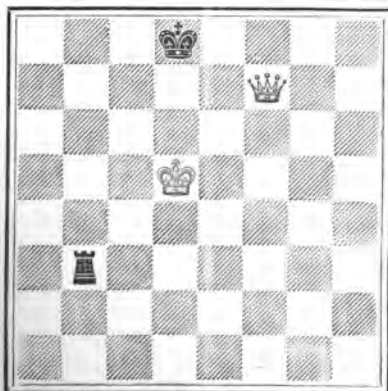
K-Ktsq

....If 11 ... K-Rsq; 12 K-Kt6, and wins in three moves.

12 K-Kt6, and wins in four moves.

B3.

VARIATION ON BLACK'S SIXTH MOVE IN VAR. B.



6 R-Kt6 (Dia.)

White plays and wins in seven moves.

It has been pointed out in the previous chapter that the Rook is well guarded against divergent attack when he is placed two squares behind White's King, and on the same diagonal, as in the Diagram adjoined. The Queen is strongly posted on KB7, and White must consequently play his King.

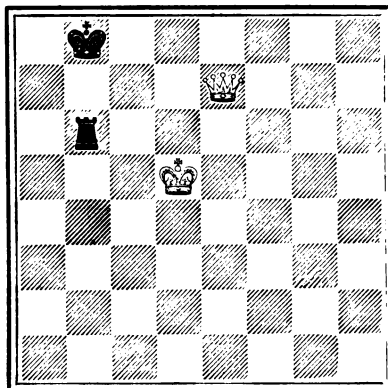
7 K-B6 R-B6ch

White may now play 8 K-Kt6 or K-Kt7, but the former loses a move as is afterwards shown in Var. B7.

- 8 K-Kt7 R-K6
If 8 .., R-B8; 9 Q-Q5ch, and wins in four moves.
 9 Q-Q5ch K-Ksq
 10 Q-KR5ch
 The defence would last a move longer if 10 Q-QKt5ch, K-Bsq, &c.
 10 K-Qsq
 11 Q-Kt5ch R-K2ch
 12 K-B6, and wins the Rook, or mates, next move.

B4.

VARIAION ON BLACK'S SEVENTH MOVE IN VAR. B.



- 7 K-Ktsq (Dia.)

White plays and wins in ten moves.

- 8 K-B5 R-Kt8

....If 8 .., R-QR3; 9 K-Kt5, and wins in seven moves. Var. B2, move 9.
 .., 8 .., R-Kt2; 9 Q-Q8ch, K-R2; 10 K-B6, and wins in five moves. Dia. No. 1.
 [Chap. I.]

- 9 Q-K4

White can proceed also by 9 Q-K8ch, K-R2, as in Chap. I., Var. B1. Time is lost if 9 Q-K3, R-Kt2.

- 9 R-Kt2

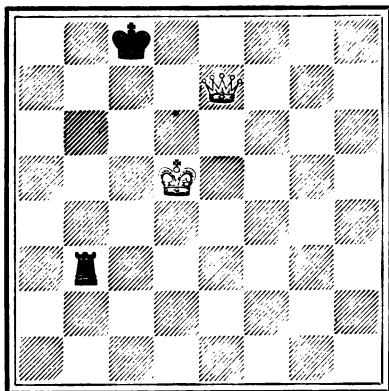
....If 9.., R-KB8; 10 Q-Kt6, and wins in four moves. The position deserves attention. Black appears to have much liberty of movement, but the commanding situation of the Queen leads to a large variety of winning combinations.

....If 9 .., R-Q8; 10 K-B6!, R-KB8; 11 Q-K5ch, and wins in three moves.

10 K-B6, and wins in seven moves. See Chapter I., Var. B, move 6 (p. 6).

B5.

VARIATION ON BLACK'S SEVENTH MOVE IN VAR. B.



7 R-Kt6 (Dia.)

White plays and wins in eight moves.

8 K-B6 R-B6ch

9 K-Kt6

The position is now like that in Var. B3, after White's seventh move, but with all the pieces moved one square to the left. In both cases a similar process is available for the solution.

9 R-QKt6ch

A move would now be lost by the continuation 10 K-R6.

10 K-R7 R-Q6

....If 10..., R-Kt8; 11 Q-B5ch, and wins in four moves by a diverging attack.

11 Q-B5ch

K-Qsq

12 Q-KKt5ch

K-Bsq

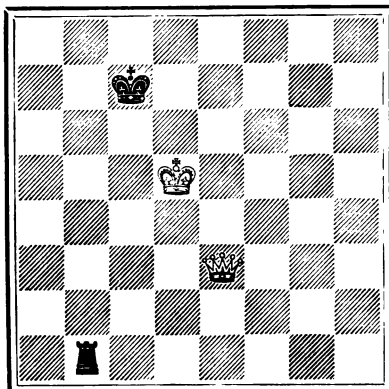
13 Q-KB5ch

R-Q2ch

14 K-Kt6, and wins the Rook, or mates next move.

B6.

VARIATION ON BLACK'S EIGHTH MOVE IN VARIATION B.



8 K-B2 (Dia.)

White plays and wins in nine moves.

This position is noteworthy from the ease and simplicity with which an apparently difficult situation is converted into a won game by taking advantage of previous analysis. If White were to commence with 9 Q-QB3ch, then K-Kt2 would make the solution two moves longer.

9 K-B5 K-Ktsq

....If 9..., R-QKt2; 10 Q-K8 and wins in six moves. Chap. II., after m. 11 (p. 11).

....If 9..., R-Q8; 10 Q-B4ch, K-Qsq; 11 K-B6, wins in four moves.

„ 9..., K-Bsq; 10 Q-K8ch, and wins in four moves.

10 K-B6

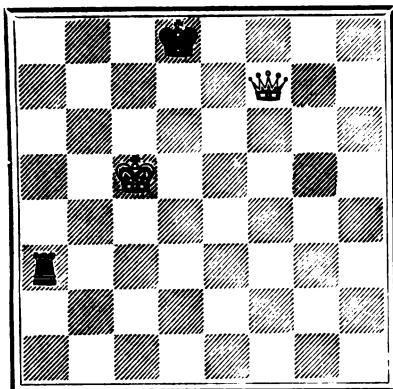
R-Kt2

....If 10..., K-Rsq; 11 Q-K8ch, R-Kt sq; 12 Q-KB7, and wins in three moves.

11 Q-K8ch, and wins in six moves. See Chap. I., Sec. I., move 2.

B7.

VARIATION ON BLACK'S SEVENTH MOVE IN VAR. B2.



7 R-QR6 (Dia.)

White plays and wins in seven moves.

8 K-Kt6 R-K6

The position is now like that in the previous Var. B3, after move 8, but White's King is on Kt6 instead of Kt7. Owing to this difference the defence has an additional move.

9 Q-Q5ch K-Ksq

10 Q-KR5ch K-Q2

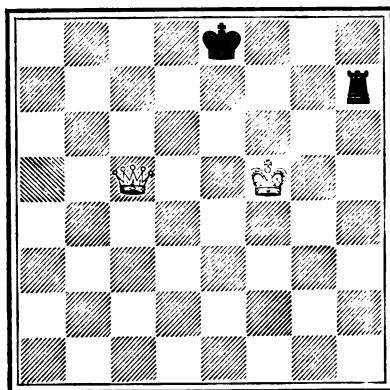
....If 10 .., K-Qsq; 11 Q-KKt5ch, and wins in two moves.

11 Q-QKt5ch K-Qsq

12 Q-KKt5ch, and wins in two moves. See Var. B3, at move 11.

C.

VARIATION ON BLACK'S THIRD MOVE (PAGE 20).



8 R-KR2 (Dia.)

White plays and wins in eight moves.

4 Q-QB8ch K-B2

5 Q-Q7ch K-Ktsq

6 Q-K8ch K-Kt2

7 K-Kt5

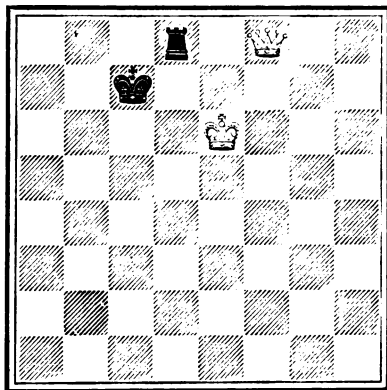
The position is that in Diagram No. 18, Group D (transposed) with Black to play. White wins in four moves.

7 R-R8

8 Q-K5ch, and wins easily in three moves.

D.

VARIATION ON BLACK'S FIFTH MOVE (PAGE 21).



5 R-Qsq (Dia.)

White plays and wins in nine moves.

Black could defend for two moves longer if 6 Q-QB5ch, K-Kt2, &c.

6 Q-K7ch K-Bsq

7 Q-QR7 R-Q8

8 Q-B5ch K-Kt2 or Ktsq

...If 8 ..., K-Qsq; 9 Q-KB2, and wins in three moves.

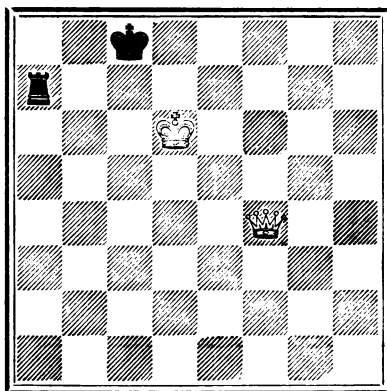
9 Q-Kt4ch K-B2, or Bsq

10 Q-QB4ch, and wins in four moves.

See Chapter II., Var. B3, at move 12 (page 16).

E.

VARIATION ON BLACK'S SEVENTH MOVE (PAGE 21).



7 R-QR2 (Dia.)

White plays and wins in nine moves. He can check on QB4 or KB8, but the latter course is more expeditious. The reply to 8 Q-QB4ch would be 8 ..., K-Ktsq.

8 Q-B8ch K-Kt2

9 Q-B7ch K-Ktsq, or Rsq

....If 9 ..., K-R3; 10 Q-B4ch, K-Kt2: 11 Q-QB7ch, and wins in three moves.

10 Q-K8ch, and wins in six moves. See Chapter I., Section II., move 2.

CHAPTER IV.



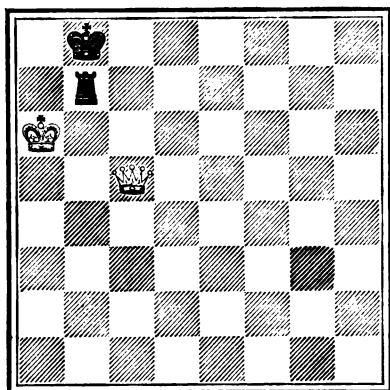
THIS Chapter is divided into three Sections in accordance with the arrangement previously adopted in Chapter I.

Section I. contains the solution to Diagram No. 6 (Group A.) It is four moves shorter than the solutions of the positions on Diagrams Nos. 4 and 5, treated in Chapters II. and III. The reason is that at White's third move, his King can be played along his sixth line, as Black's subsequent check (threatening stalemate) does not lengthen the defence. This solution completes the analysis of the six positions given in Group A. Sections 2—3 deal with Diagrams Nos. 12—13, resembling those in Group A, but with all the pieces placed a square lower on the board.

The solutions contain many interesting positions, especially those in Variation D, which include the Diagram forming the frontispiece of this work, and there given as a ten move problem. The method by which the game is shortened at White's fifth move in Variation B is also well worth attention, and saves time in many places in subsequent Chapters. The situation after White's third move in Var. C2 is one of a class in which it is a great disadvantage to have the first move.

Section I. Diagram No. 6.

The position is given here transposed to the Queen's side of the board, where the Variations are in the most convenient place for comparison with the preceding analysis. Black, having to play first, can prolong the defence for twelve moves.



1 R-Q2

A little consideration will show that there is no better move. The pieces are now arranged as in Diagram No. 7 (Group B), with White to play. There are three lines of attack, the quickest way to win being, as in Chapter III., page 20, by a diagonal check. The direct attack 2 Q-Kt6ch is a slower process, and 2 Q-KB8ch considerably helps Black's game.

2 Q-K5ch K-Bsq
3 K-Kt6

The defence would last for two more moves if 3 K-Kt5, K-Kt2.

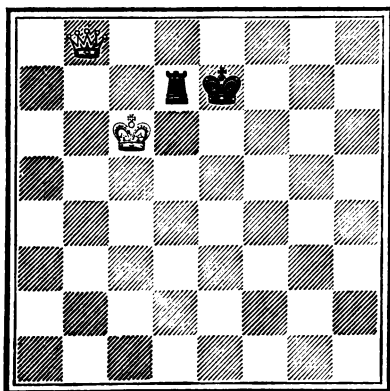
3 K-Qsq

If 3 .., R-Q8ch, White wins in nine moves. Var. A.

4 Q-Kt8ch

Obviously this check wins more quickly than 4 K-B6 making Diagram No. IV., which forms the subject of Chapter II.

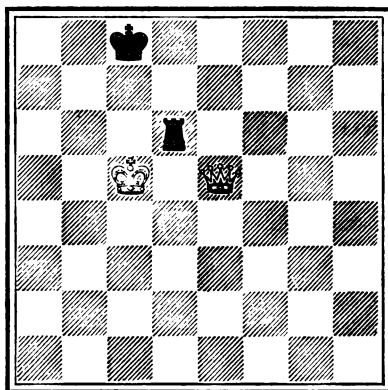
4 K-K2
5 K-B6 (Dia.)



The position is now a transposal of that in Chapter III., Var. A4, move 7. White wins in eight moves.

A.

VARIATION ON BLACK'S THIRD MOVE.



3

R-Q8ch

This resource may occasionally be adopted with advantage when the Kings stand at a Knight's distance from each other. The best course now is for White to attack the Rook with his King, and to compel that piece to move to a distant square. White wins in nine moves.

4 K-B5 (Dia.)

R-Q8

....If 4 .., R-QR3; 5 K-Kt5, and wins in four moves.

„ 4 .., R-Q7; 5 K-B6, „ „ three „

„ 4 .., R-KR3; 5 K-Kt5 „ three „

5 Q-B5ch

K-Qsq

....If 5 .., K-B2; 6 Q-B4ch, and wins in five moves. See below, move 7.

„ 5 .., K-Ktsq; 6 Q-B4ch, „ three „

6 Q-Kt5ch

K-B2

7 Q-B4ch

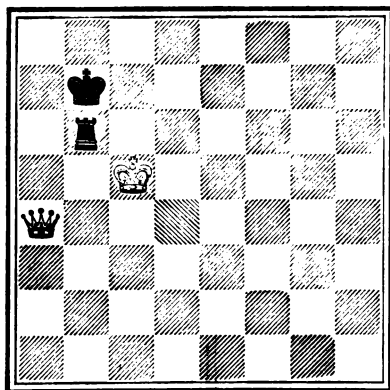
K-Qsq

8 K-B6

K-K2, or Ksq

9 Q-K8ch, and wins the Rook in three moves.

Section II. Diagram No. 12.



The position is similar to that in Diagram No. 1, Chapter I., Sec. I., but with all the four pieces placed one square lower on the board. If White plays first the game can be won in five moves by 1 Q-Q7ch, K-R8, making Diagram No. 2 (Chapter I., Section II.) Black playing first can prolong the game for nine moves, as follows:—

1 R-Kt7

..If 1 .., R-QR3 White wins in eight moves, Var. B.
 ,, 1 .., R-KR3; 2 Q-K4ch, K-R2; and White wins in five moves.
 See Chapter 1, Var. A, after the second move.

2 Q-K4ch K-R2

..If 2 .., K-Bsq; 3 K-B6, and wins in three moves.

3 K-B6 R-Kt2

4 Q-QR4ch K-Ktsq

5 Q-R5 reverting to Dia. No. 1, p. 2.

White wins in five moves.

B.

VARIATION ON BLACK'S FIRST MOVE IN SECTION II. (SEE DIAGRAM ABOVE.)

1 R-QR3

White wins from this position in eight moves.

2 Q-Q7ch

If 2 Q-Kt5ch, K-R2; and the defence can be maintained one move longer.

2 K-Ktsq

..If 2 .., K-Rsq; 3 K-Kt5, R-R2; 4 Q-Q5ch, and wins in three moves.

3 Q-K7!

This is far from obvious. A move would be lost by 3 K-Kt5, R-R2.

3 R-R2

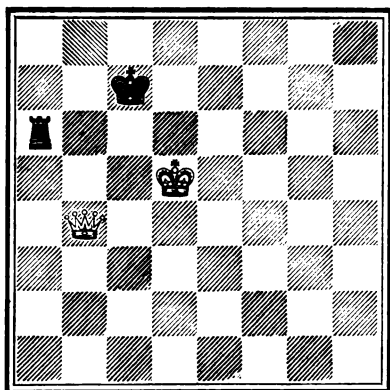
..If 3 .., K-Rsq; 4 K-Kt5 and wins in four moves. (See above note.)

4 Q-Q8ch K-Kt2, reverting by transpo-

sition into Chapter III., Var. C, after move 6. White wins in five moves.

C.

VARIATION ON BLACK'S FIRST MOVE IN SECTION III.



1 R-QR3 (Dia.)

White plays and wins in twelve moves.

It should be noted that if White were to play 2 Q-K7ch, he would lose time by the reply 2 K-Kt3.

2 Q-QB5ch K-Kt2

..If 2 .., K-Ktsq, White wins in ten moves. Var. C1.

..If 2 .., K-Qsq, White wins in four moves. Var. C2.

3 Q-Kt5ch R-Kt3

..If 3 .., K-R2; 4 K-B5, and wins in eight moves. Var. C1, move 4.

4 Q-Q7ch

K-Ktsq

....If 4 .., K-Rsq, White wins in nine moves. Var. C3.

„ 4 .., K-R3; 5 K-B5, and wins in seven moves. See Chap. I, Sec. II., Dia. 2, for a transposal of this position.

5 K-B5

R-Kt7 or 8

....If 5 .., R-QR3; 6 Q-K7 and wins in six moves. See Var. B, move 3.

„ 5 .., K-KR3; 6 Q-K8ch, K-Kt2, and wins in five moves. See Chap. I, Var. A, after move 2.

If 5 .., R-Kt2; 6 Q-Q8ch, and wins in six moves, as below, move 7.

The White Queen must now be brought back to a more controlling square as in Chapter III., Var. B, move 8.

6 Q-Q8

R-Kt2

....If 6 .., R-KKt8; 7 K-Kt6, and wins in three moves.

„ 6 .., R-B8ch; 7 K-Kt6 „ „ „

„ 6 .., R-QKt7; 7 Q-KKt3ch „ „ „

„ 6 .., K-Kt2; 7 Q-B3ch „ four „

„ 6 .., K-B2; 7 Q-KKt3ch „ three „

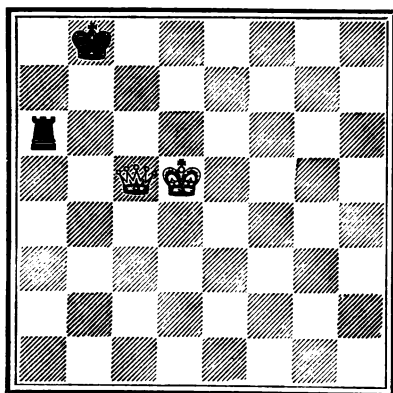
7 Q-Q8ch

K-R2

8 K-B6, making a transposition of Diagram No. 1, Chapter I., Section I. White wins in five moves.

C1.

VARIATION ON BLACK'S SECOND MOVE IN VAR. C.



2 K-Ktsq (Dia.)

White plays and wins in ten moves.

3 Q-Kt5ch K-R2

4 K-B5 R-R6

...If 4 ..., R-KR3, White wins in seven moves. Var. C4.

...If 4 ..., R-KB3; 5 Q-Q7ch, K-R3; 6 Q-R4ch, and wins the Rook in four moves.

5 Q-Kt6ch K-Rsq

In this position it is obvious that there can be nothing gained by checking, the Rook being sheltered by position from divergent attack.

6 Q-K6 K-Kt2

....If 6 ..., K-R2; 7 K-Kt5, R-R8, and White wins the Rook in four moves.

7 K-Kt5 R-R2

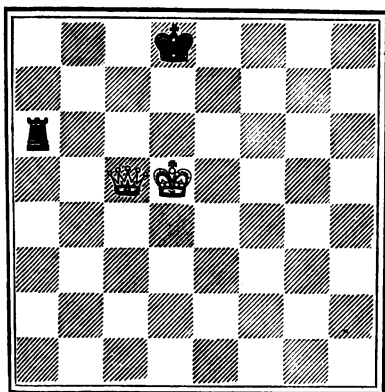
....If 7 ..., R-QB6; 8 Q-Q5ch, and wins in four moves.

8 Q-K5, reverting to Chapter II., move 13, p. 11.

White wins in four moves.

C2.

VARIATION ON BLACK'S SECOND MOVE IN VAR. C.



2 K-Qsq (Dia.)

White plays and wins in four moves by shifting the position of his King. All moves of the Queen will lengthen the defence.

3 K-K5

This is a curious position. The game is lost in three moves when Black plays first, as in this instance, but if White had to play, fifteen moves would be required to win, commencing with Q-Kt4.

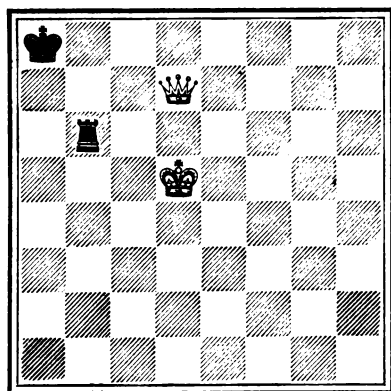
3 R-KKt8

....If 3 ..., K-Q2; 4 Q-Kt5ch, and wins in two moves.

4 Q-KB8ch, and wins the Rook in two more moves.

C3.

VARIATION ON BLACK'S FOURTH MOVE IN VAR. C.



4 K-Rsq (Dia.)

White plays and wins in nine moves.

5 K-B5 R-Kt7 or 8

..If 5 .., R-KR3; 6 Q-K8ch, and wins in five moves. See Var. C4, move 6.

..If 5 .., R-Kt2; 6 Q-Q8ch, K-R2; 7 K-B6, and wins in five moves. See Chapter I. Section I.

..If 5 .., R-QR3; 6 K-Kt5, R-KR3, and White wins in four moves.

After 5 .., R-Kt7, or 8, White may proceed as in Variation C by 6 Q-Q3, R-Kt2, &c., or by the following check.

6 Q-Q5ch R-Kt2

If 6 .., K-R2 White wins in seven moves. Var. C5.

7 K-B6

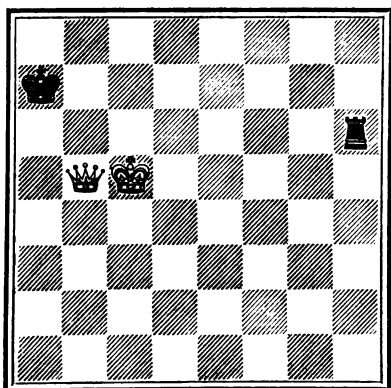
K-Ktsq or R2

8 Q-QR5 or Q8 according to Black's play, so forming

Diagram No. 1, with Black to move. White wins in five moves.

C4.

VARIATION ON BLACK'S FOURTH MOVE IN VAR. C1.



4 R-KR3 (Dia.)

White plays and wins in seven moves.

5 Q-Q7ch K-Ktsq, or Rsq

If 5 .., K-R3; 6 Q-K8, and wins in five moves. See the transposition in Chapter I., Var. A, move 2.

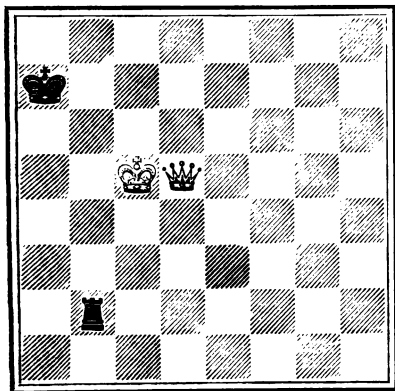
6 Q-K8ch K-Kt2, or R2

7 Q-B7ch, reverting by transposition, to Chapter I., Var. A, after White's third move.

White wins in four moves.

C5.

VARIATION ON BLACK'S SIXTH MOVE IN VAR. C8.



6 K-R2 (Dia.)

White plays and wins in seven moves.

The plausible attack by 7 Q-Q4 answered by 7 ... R-Kt3 would enable Black to maintain the defence three moves longer. See Diagram on page 21.

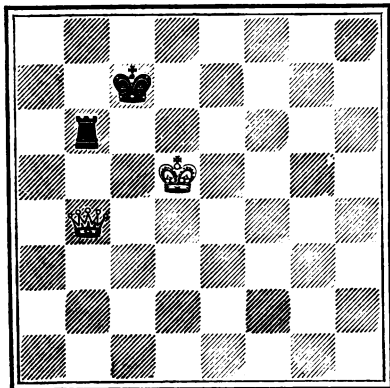
7 K-B6 R-Kt2

...If 7 ... R-QB7ch; 8 K-Q7, and wins in three moves.

8 Q-Q8, transposing into Dia. No. 1, Chap. I, Sec. I. White wins in five moves.

D.

VARIATION ON BLACK'S FIRST MOVE IN SECTION III.



1 R-QKt8 (Dia.)

White plays and wins in thirteen moves.

There are three tempting lines of play: —(1) Q-B5ch, (2) Q-KB4ch, and (3) Q-K7ch. The last is the best: after 2 Q-B5ch, K-Kt2 Black can delay the ultimate result one move: 2 Q-KB4ch is the least effective.

2 Q-K7ch K-Bsq

...If 2 ... K-Ktsq; 3 K-B5 and wins in nine moves. See Chap. III., Var. B4, move 8.

8 Q-K8ch

Another course is by 3 K-B5, R-Kt2; and White wins in the same number of moves.

8

K-B2

....If 3 .., K-Kt2 White wins in ten moves. Var. D1.

4 K-B5

R-Kt2

....If 4 .., R-QR3; 5 Q-K7ch, K-Ktsq, and White wins in eight moves. See Chapter III., Var. B2, after move 8.

....If 4 .., R-Kt8; 5 Q-KB7ch, and wins in three moves.

The position now forms Diagram No. 19, Group D, with White to play, and the game can be won in ten moves, as first pointed out by the Author in *Chess Monthly*, Vol. 14, page 280. White has a variety of checks at his disposal, but none of them will improve his position. The play may also be continued by 5 Q-K4, K-Bsq, &c., but this course will delay the result one move.

5 Q-QR8! (See frontispiece.)

This move makes Diagram No. 28, Group E, with Black to play.

5

R-Kt8

....If 5 .., R-Kt7, White wins in eight moves. Var. D2.

„ 5 .., R-Kt6; 6 Q-B6ch and wins in three moves.

6 Q-K4

The game is decided more quickly by this attack than by checking.

6

R-QB8ch

....If 6 .., R-KKt8, White wins in seven moves. Var. D3.

„ 6 .., R-Kt2; 7 Q-K8 „ six „ Chapter II., move 11.

„ 6 .., R-Q8; 7 Q-B4ch, „ five „ Var. A, move 7.

„ 6 .., R-KB8; 7 Q-R7ch, K-Ktsq; 8 Q-R2ch, and wins the Rook in four moves.

7 K-Kt5

K-Qsq

....If 7 .., K-Q2, White wins in six moves. Var. D4.

„ 7 .., K-Bsq; 8 K-Kt6, and wins in four moves.

8 Q-Q4ch

Two moves would be lost by 8 K-Kt6, R-B2.

8

K-Bsq

9 K-Kt6

R-Kt8ch

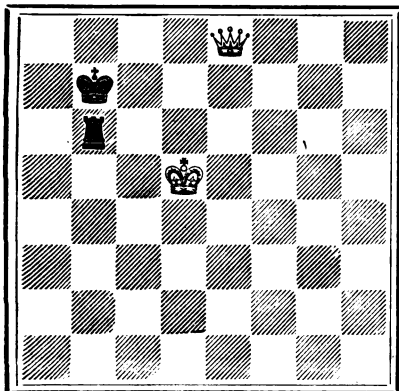
10 K-R6

R-Ktsq

11 Q-K5! and wins in three moves.

D1.

VARIATION ON BLACK'S THIRD MOVE IN VAR. D.



3 K-Kt2 (Dia.)

White plays and wins in ten moves, as below; also by 4 Q-Q7ch.

4 K-B5 K-R2

..If 4, R-Kt7 White wins in seven moves. Var. D5.

..If 4 .., R-QR3; 5 Q-Q7ch, and wins in seven moves. See below; move 6.

..If 4, R-KR3; 5 Q-KB7ch, and wins in four moves. See Chapter I., Var. A, move 3 (transposed).

5 Q-R4ch R-R3

6 Q-Q7ch, transposing into Var. B, move 2.

White wins in seven moves.

D2.

VARIATION ON BLACK'S FIFTH MOVE IN VAR. D.



5 R-Kt7 (Dia.)

White to play and win in eight moves. Here, as in Variation D, the quickest process is to place the Queen on a better square for attack.

6 Q-K4

Black can prolong the game for seven moves, from this point, by playing 6 .., R-Kt2, as noted below. The Variation which follows is new.

6 R-KB7

..If 6 .., 7 R-Kt2; Q-K8, and wins in six moves. See Chapter II., move 11. (p. 11.)

7 Q-Q4

This move wins more expeditiously than checking, either on Q5, or on White's seventh line.

7

R-B4ch

....If 7 .., R-K7, or B8; 8 Q-Q6ch, and wins in three moves.

.., 7 .., R-QB7ch; 8 K-Kt5, K-Bsq; 9 K-Kt6, and wins in three moves.

8 K-Kt4!

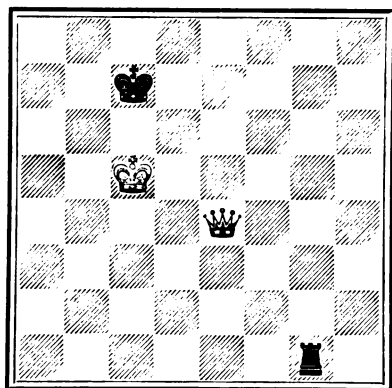
R-B6

....If 8 .., R-KR4; 9 Q-KB4ch, and wins in three moves.

9 Q-B5ch, and wins in three moves.

D3.

VARIATION ON BLACK'S SIXTH MOVE IN VAR. D.



6 R-KKt8 (Dia.)

White plays and wins in seven moves.

The preliminary process is to force Black's Rook off the diagonal; where he is protected against divergent check by White's King.

7 Q-K3 R-Q8

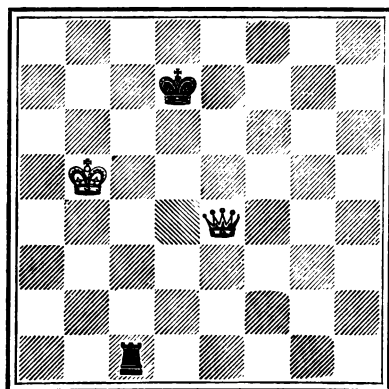
8 Q-B4ch K-Qsq

9 K-B6 K-K2 or Ksq

10 Q-K8ch, and wins the Rook in three moves.

D4.

VARIATION ON BLACK'S SEVENTH MOVE IN VAR. D.



7 K-Q2 (Dia.)

White plays and wins in six moves.

Time would be lost by 8 Q-Q4ch, K-Bsq; also by 8 Q-KKt4ch, K-Ksq: 8 Q-R7ch is obviously less forcible. White must therefore play his King.

8 K-Kt6 R-Bsq

..If 8..., K-Qsq; 9 Q-Q3ch, and wins the Rook in three moves by a diagonal attack.

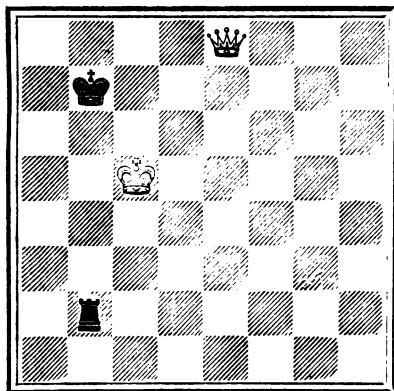
9 Q-KKt4ch

A move would be lost by 9 Q-B5ch, K-Qsq, &c.

9 K-Qsq
10 Q-B5, and wins in three moves, as in the Variation D.

D5.

VARIATION ON BLACK'S FOURTH MOVE IN VAR. D1.



4 R-Kt7 (Dia.)

White plays and wins in seven moves.

The speediest course is to confine the Black King to his first line. A time would be lost by 5 Q-K4ch, K-R2, &c.

5 Q-B7ch K-Ktsq

If 5 ..., K-Rsq; 6 K-B6, and wins in four moves.

6 K-B6 R-B7ch

7 K-Kt6 R-Kt7ch

8 K-R6, and wins in three moves.

This exhausts the number of plausible defences springing from Variation D, in which, as will be easily seen, White's play is required to be of a high character if the game is to be won in the fewest possible number of moves.



CHAPTER V.

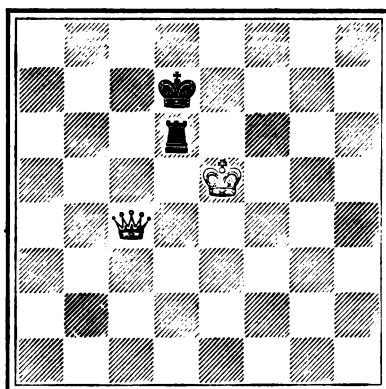


THE position which forms the subject of this Chapter is like that on Diagram No. 3, in Chapter I., Section III., with all the pieces placed one square lower on the board. It also corresponds with the positions treated in Chapter IV., Sections II. and III; but in this instance all the pieces are placed one square further to the right.

Among the many interesting situations which arise in the course of the analysis may be noted especially that after the third move in the Variation marked A, where White has to play first, from the diagram (after the sixth move) in Chapter III, Variation B.

The position after White's fourth move in the main variation of this Chapter is like that in Chapter I, Section III., with all the pieces a square lower on the board. Black's defences are very numerous, as well as difficult.

Diagram No. 14.



The solution, in the above situation, is a distinct advance on previous analysis. Black, having to play first, can prolong the defence for seventeen moves, being four moves more than are required for the position on Diagram No. 13 (p. 37).

- 1 R-QKt3
-If 1 .., R-QB3, White wins in sixteen moves. Var. A.
 „ 1 .., R-KR3, „ „ „ „ „ B.
 „ 1 .., R-Q7 „ „ „ „ „ C.
- 2 Q-Q5ch (best)

The game would be further lengthened after 2 Q-QR4ch; while 2 Q-KB7ch, K-B3 would have to be followed by 3 Q-Q5ch, as best.

- 2 K-Bsq
-If 2 .., K-B2, White wins in sixteen moves. Var. D.
 „ 2 .., K-Ksq; 3 K-B5, and wins in three moves. Compare the position given in Chap. IV., Var. C2.
- 3 Q-B5ch K-Kt2

4 K-Q5

R-KKt8

....If 4 .., K-R2, White wins in thirteen moves. Var. E.

,, 4 .., K-R3, ,, ,, twelve ,, ,, F.

,, 4 .., K-Rsq, ,, ,, thirteen ,, ,, G.

,, 4 .., R-Kt8 ,, ,, twelve ,, ,, H.

,, 4 .., R-Kt6 ,, ,, twelve ,, ,, J.

,, 4 .., R-KR3; 5 Q-K7ch, and wins in six moves. Compare with Var. A8, move 5.

If 4 .., R-QR3: 5 Q-Kt5ch, ,, ten ,, See Chap. IV., Var. C, move 3.

If 4 .., R-Kt7; 5 Q-K7ch, and wins in three moves.

5 Q-K7ch

K-Kt8

....If 5.., K-R3; 6 K-B5, R-Kt8. (Dia.)*

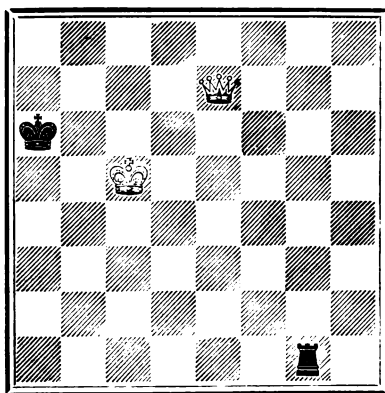
6 Q-K8ch, and wins in twelve moves.

See Chapter IV., Sec. III., move 2, where there is a transposal of this position.

* White can here win in four moves by forcing the Black Rook from the sheltered diagonal. To check with the Queen will not forward the attack, and will not win the Rook.

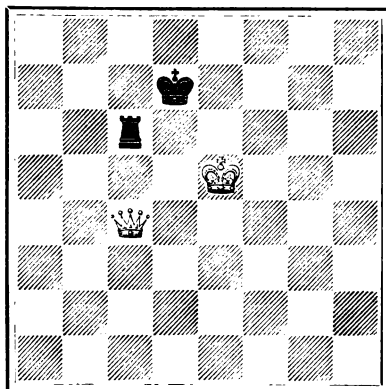
7 Q-K8

There is now no square to which Black's Rook can play without being lost in three more moves, by the Queen's divergent check.



A.

VARIATION ON BLACK'S FIRST MOVE IN THE MAINPLAY.



1 R-QB3 (Dia.)

White plays and wins in sixteen moves.

2 Q-B7ch K-Qsq

....If 2 .., K-Bsq, White wins in fourteen moves. Var. A1.

3 K-Q5 R-QKt3

....If 3 .., R-B2; White wins in twelve moves. Var. A2.

„ 3 .., R-B8; „ seven „ „ A3.

„ 3 .., R-QR3; 4 K-B5, „ nine „ Chap. III., Var. B2,
move 7.

This is one of the peculiar positions lost more quickly when Black has to play. See the Diagram after White's sixth move in Chapter III., Variation B. White's strongest course is to draw back the Queen to a more attacking square. If 4 K-B5, R-QR3, and Black's position is improved.

4 Q-B4 K-Q2

....If 4 .., K-Bsq; White wins in eleven moves. Var. A4.

„ 4 .., R-Kt6; 5 Q-KR4ch, and wins the Rook in two moves.

5 Q-QR4ch K-B2

....If 5 .., K-Bsq; White wins in nine moves. Var. A5.

6 Q-R7ch R-Kt2

7 Q-B5ch

It delays the win, for a move, to proceed by 7 Q-R5ch, K-Q2.

7

K-Ktsq

....If 7 .., K-Qsq, White wins in six moves. Var. A6.

8 K-Q6

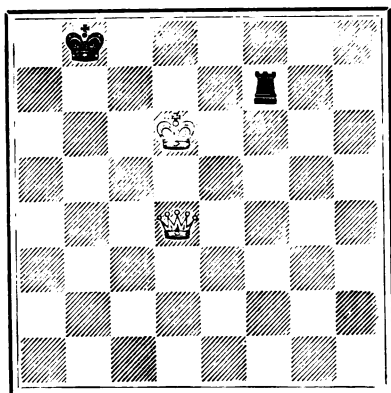
R-KB2, KKt2, or KR2

....If 8 .., R-QR2, or Q-B2; 9 Q-Kt6ch, and wins in seven moves. See move 10, below.

,, 8 .., K-Rsq; 9 Q-R5ch, K-Ktsq, and White wins in six moves. See below after move 11.

,, 8 .., R-Kt6, 7, or 8; 9 K-B6, R-Kt2; and White wins in six moves. See Chapter I., Var. B, after move 7.

9 Q-Q4 (Dia.)



After White's ninth move.

The Variations given below provide for the Rook being placed as in the adjoining Diagram, or on KR2, or KKt2.

The above continuation wins sooner than 9 Q-K5, R-QB2, as given in Staunton's *Handbook*, p. 416; also in the *Chess Monthly*, Vol. 12 (1890) p. 10.

9 ...

R-QR2, or QB2

..If 9 .., R-KR2, White wins in eight moves. Var. A7.

,, 9 .., R-KR3ch; 10 K-Q7, and wins in six moves. Var. A7, move 11.

,, 9 .., R-R7; 10 Q-KB4, and wins in six moves. See Chap. I., Var. C1, move 6.

,, 9 .., R-QKt2; 10 K-B6, and wins in seven moves. See Chap. I., Var. B, move 6.

,, 9 .., K-Rsq; 10 Q-Q5ch, R-KKt2; and White wins in seven moves. See Chap. IV., Var. C3, move 6.

,, 9 .., R-KB2; 10 K-B6, R-Kt2; and White wins in seven moves. See Chap. I., Sec. I., after the first move.

,, 9 .., R-Kt3ch; 10 K-Q7, and wins in four moves.

,, 9 .., R-Kt6; 10 Q-K5, " "

10 Q-QKt6ch

R-Kt2

..If 10 .., K-Rsq; 11 Q-Q8ch, or 11 Q-QR5ch, R-R2; and White wins in four or five moves.

11 Q-Q8ch

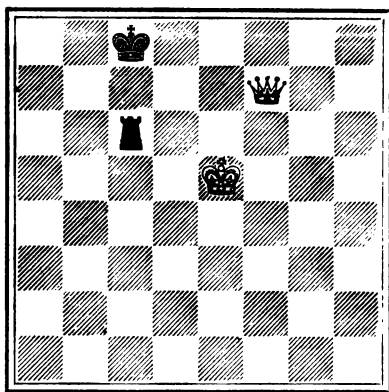
K-R2

12 K-B6, and wins in five moves.

See Chapter I., Sec. I.

A1.

VARIATION ON BLACK'S SECOND MOVE IN VAR. A.



2 K-Bsq (Dia.)

White plays and wins in fourteen moves.

3 K-Q5 R-QR3

..If 3 .., R-B8, White wins in eight moves. Var. A8.

„ 3 .., R-QKt3; 4 Q-K7, and wins in ten moves. Chap. III., Var. B, move 7.

„ 3 .., R-B2; 4 Q-K8ch, K-Kt2; 5 K-Q6, and wins in nine moves. Dia. No. 12, Chapter IV., Sec. II. (transposed.)

In this position White's best course is to move the Queen to a more attacking square. The defence would last longer after 4 Q-K8ch, K-B2.

4 Q-K7

Black can now prolong the defence for twelve moves by 4, R-QKt3, as below. The line of play which follows loses more quickly, but introduces Variations not previously given.

4 R-R7

..If 4 .., R-QKt3; 5 Q-K8ch, and wins in eleven moves. Chap. IV., Var. D, move 3.

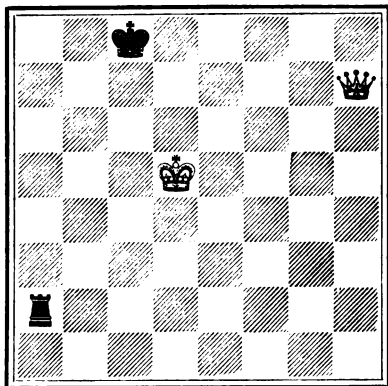
„ 4 .., K-Ktsq; 5 K-B5, and wins in six moves. Chap. IV., Var. B, after move 3.

„ 4 .., R-Rsq; 5 Q-K8ch, and wins in four moves.

This is another position in which the Rook cannot be captured by a diverging check, owing to being placed on the same diagonal as White's King. The quickest way of winning the game is, as before, to remove the Queen to a more effective square.

5 Q-KR7 (Dia.)

K-Qsq



After White's fifth move.

The above Diagram will facilitate examination of the following Variations.

..If 5 .., R-R4ch, White wins in ten moves. Var. A9.

„ 5 .., R-Rsq, „ „ eight „ „ A10.

„ 5 .., R-R3; 6 K-B5, and wins in eight moves. Var. A9, move 7.

„ 5 .., R-K7; 6 K-Q6, and wins in four moves.

„ 5 .., R-KB7; 6 Q-R3ch, K-Kt2; 7 Q-Q7ch, and wins the Rook in four moves.

6 K-B5

Time would be lost by 6 K-B6, R-R3ch.

6

R-R6

..If 6 .., R-R4ch; 7 K-Kt6, R-R6 (best); 8 Q-QB7ch, and wins the Rook in five moves.

„ 6 .., R-Q7, or K-Kt7; 7 K-B6, and wins in three moves.

7 K-Kt6

R-K6

..If 7 .., K-Ksq; 8 Q-K4ch, and wins the Rook in five moves.

8 Q-QB7ch

K-Ksq

9 Q-B8ch

K-B2

10 Q-KB5ch

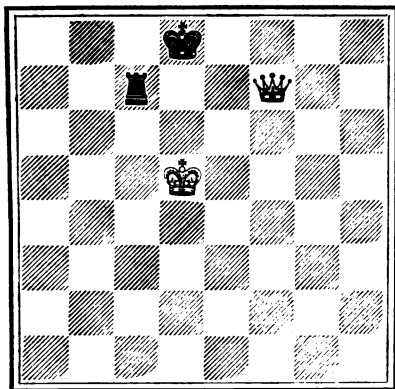
K-Ksq

11 Q-KR5ch, and wins in four moves.

See Chapter III., Var. B7, move 10.

A2.

VARIATION ON BLACK'S THIRD MOVE IN VAR. A.



3 R-B2 (Dia.)

White plays and wins in twelve moves.
A move is lost in the continuation
4 Q-B8ch, K-Q2, &c.

4 Q-B4 (best)

Black can now prolong the game for eleven moves by playing 4 ... R-K2 as below. The move actually given leads to a new variation.

4 K-Bsq

..If 4 ... R-K2; 5 K-Q6, and wins in ten moves. Chap. III., Var. B1, move 5.
,, 4 ... R-Q2ch; 5 K-B6, ,, nine ,, ,, 6.
,, 4 ... K-Q2; 5 Q-KB8, ,, nine ,, Dia. 20, Chap. II., after move 8,
,, 4 ... R-B7; 5 Q-KR4ch, ,, four ,, (p. 11.)

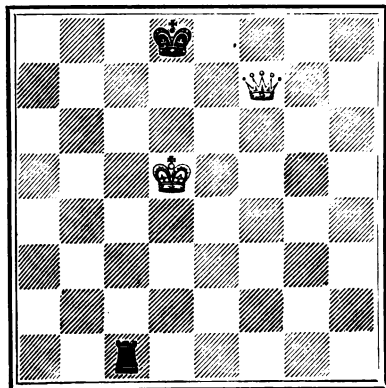
5 K-Q6 K-Ktsq

..If 5 ... R-QR2; 6 Q-B8ch, and wins in eight moves. Chap. III., Var. E, move 8.
,, 5 K-Kt2; 6 Q-Kt4ch, and wins in four moves.

6 Q-K5, and wins in eight moves. Chap. III., move 9, (p. 21.)

A3.

VARIATION ON BLACK'S THIRD MOVE IN VAR. A.



3 ... R-B8 (Dia.)

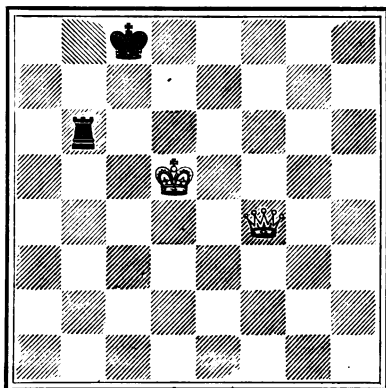
White plays and wins in seven moves.

4 Q-B8ch K-Q2

5 Q-KB5ch K-Ksq

6 Q-R5ch K-Q2

7 Q-Kt4ch, and wins in three moves.

A4.**VARIATION ON BLACK'S FOURTH MOVE IN VAR. A.**

4 K-Bsq (Dia.)

White plays and wins in eleven moves. The following method is more expeditious than checking.

5 K-B5 R-QR3

..If 5 .., K-Kt2; 6 Q-KB7ch, K-R3; 7 Q-Q7, and wins in seven moves. Chapter I., Sec. II., Diagram No. 2 (transposed).

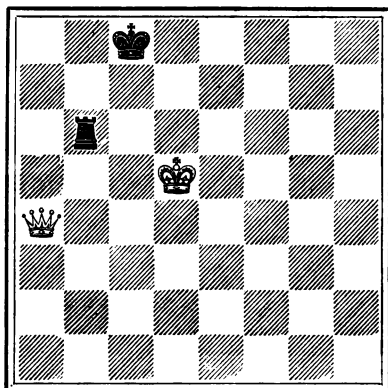
6 Q-K4

Here again, checking would delay the result.

6 K-B2

..If 6 .., R-R6; 7 K-Kt6, R-Kt6ch; 8 K-B6, and wins in four moves.

7 Q-K7 ch K-Ktsq
8 K-Kt5, and wins in seven moves.
Chap. III., Var. B2, move 9.

A5.**VARIATION ON BLACK'S FIFTH MOVE IN VAR. A.**

5 K-Bsq

White plays and wins in nine moves.

6 K-B5 R-Kt2

..If 6 .., K-Kt2; 7 Q-Q7ch, and wins in four moves.

..If 6 .., R-Kt7 or 8; 7 Q-KKt4ch, and wins in four moves.

7 Q-R8ch

The game would continue for eleven moves if 7 Q-K8ch, K-B2.

7 K-B2

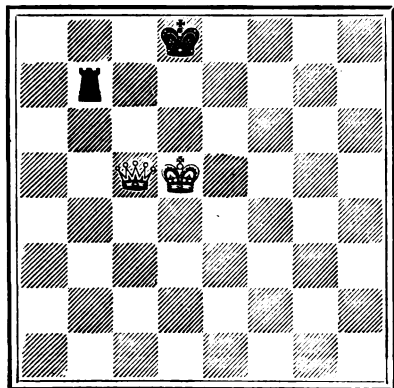
This is the position on Diagram No. 28, Group E, with White to play.

8 Q-K8, and wins in six moves.

Diagram No. 19, Chapter II., move 11. (p. 11.)

A6.

VARIATION ON BLACK'S SEVENTH MOVE IN VAR. A.



7 ... R-Qsq (Dia.)

White plays and wins in six moves.

8 K-K6 (best)

The position is now a transposal of Diagram No. 10, Group B, with Black to play.

8 R-QKt8

..If 8 ..., R-KR2; 9 Q-QR5ch, and wins in three moves.

9 Q-Q4ch

The only way to win in five moves.

9 K-B2

10 Q-K5ch, and wins the Rook in three moves.

A7.

VARIATION ON BLACK'S NINTH MOVE IN VAR. A.



9 R-KR2 (Dia.)

White plays and wins in eight moves. There are numerous tempting moves with the Queen, but the best course is to play the King, as follows:—

10 K-B6 R-R3ch

..If 10 ..., R-QKt2; 11 Q-R8ch, and wins in six moves. Chapter I., Sec. I.

If 10 ..., R-B2ch; 11 K-Kt6, and wins in four moves.

11 K-Q7 R-R2ch

..If 11 ..., K-Kt2; 12 Q-K4ch, K-R3; 13 K-B7, and wins in four moves.

..If 11 ..., R-R6; 12 Q-Kt2ch, K-R2; 13 K-B8, and wins in four moves.

..If 11 ..., R-R4; 12 Q-KB4ch, and wins in four moves.

12 K-Q8

R-QKt2

....If 12 ..., R-KB2; 13 Q-Q6ch, and wins in four moves.

„ 12 R-QR2; 13 Q-K5ch, „ three „

„ 12 R-R6; 13 Q-Kt6ch, „ „ „

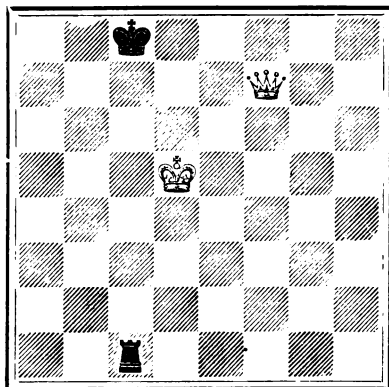
13 Q-K5ch

K-R2

14 K-B8, and wins in three moves.

A8.

VARIATION ON BLACK'S THIRD MOVE IN VAR. A1.



3 R-B8 (Dia.)

White plays and wins in eight moves.

4 Q-B8ch K-Kt2

..If 4 .., K-Q2; 5 Q-B5ch, and wins in five moves. Var. A3, move 5.

5 Q-Kt4ch K-Bsq

6 K-Q6 R-Q8ch

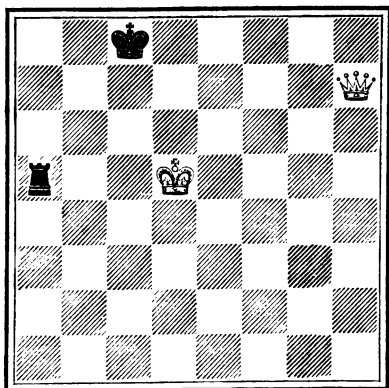
..If 6 .., R-B2; 7 Q-QR5, and wins in three moves.

7 K-B6 R-B8ch

8 K-Kt6, and wins in three moves.

A9.

VARIATION ON BLACK'S FIFTH MOVE IN VAR. A1.



5 R-R4ch (Dia.)

White plays and wins in ten moves.

6 K-B6 R-R8ch

7 K-B5

Black's position for defence would be improved by 7 K-Kt5, R-K3, &c.

7 R-R6

..If 7 .., K-Ktsq; 8 Q-K7, and wins in six moves. Chap. IV., Var. B, move 3.

..If 7 .., R-R5; 8 K-Kt5, R-KB5; and White wins in four moves.

8 K-Kt6

9 K-B6

10 K-Q6

11 Q-Ktsqch

12 Q-K4, and wins in three moves.

R-Kt6ch

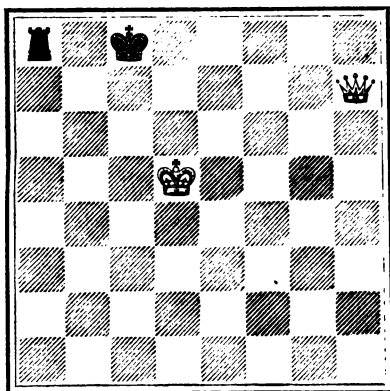
R-B6ch

K-Ktsq

K-Bsq

A10.

VARIATION ON BLACK'S FIFTH MOVE IN VAR. A1.



5 R-Rsq (Dia.)

White plays and wins in eight moves.

The defence would be prolonged if
6 K-B6, as in Var. A9.

6 Q-B5ch K-B2, or Ktsq

..If 6 .., K-Kt2; 7 Q-Q7ch, K-Ktsq,
and wins in five moves, as below after
move 8.

7 Q-K5ch K-Kt2

..If 7 .., K-Bsq; 8 Q-K8ch, and wins
in four moves...If 7 .., K-Kt3; 8 Q-Q6ch, and wins
in four moves.

8 Q-K7ch

K-R3, Kt3, or Ktsq

....If 8 .., K-Bsq; 9 Q-K8ch, and wins in four moves.

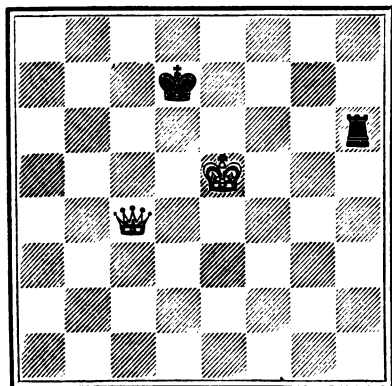
9 Q-Q6ch

K-Kt2, or Bsq

10 Q-B6ch, and wins in three moves.

B.

VARIATION ON BLACK'S FIRST MOVE (PAGE 47.)



1 R-KR3 (Dia.)

White plays and wins in sixteen moves.

No other check concludes the
game so quickly as the one fol-
lowing:--

2 Q-KB7ch K-B3

3 Q-K8ch

The end would be delayed by 3 Q-B3ch,
K-Q2.

3 K-B2

..If 3 .., K-Kt3, White wins in fourteen
moves. Var. B1...If 3 .., K-Kt2, White wins in twelve
moves. Var. B2.

4 K-Q5

R-Q8ch

....If 4 .., R-KR8, White wins in thirteen moves. Var. B3.

,, 4 .., R-QR3,

Var. B4.

,, 4 .., R-QKt3 ; 5 K-B5, R-Kt2 ; White wins in ten moves. Dia. No. 19,

See Chap. IV., Var. D.

,, 4 .., K-Kt 2 ; 5 Q-K7ch, and wins in six moves. See Var. A8, move 5.

5 K-B5

R-Q2

....If 5 .., R-Q8, White wins in nine moves. Var. B5.

,, 5 .., R-Q7,

seven

Var. B6.

,, 5 .., R-QR3 ; 6 Q-K7ch, K-Ktsq ; and White wins in eight moves.

Chap. III., Var. B2, after move 8.

,, 5 .., R-Q6 ; 6 Q-K5ch, and wins in four moves.

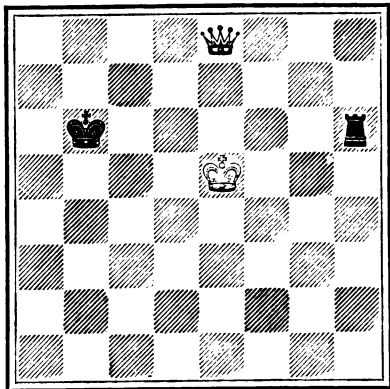
The position is now that on Diagram No. 25, Group E, with White to play. The game would continue for sixteen moves if 6 Q-QR8, making Diagram No. 22, Group D.

6 Q-K5ch, and wins in eleven moves.

See Chapter III. Var. A, move 5 (transposed).

B1.

VARIATION ON BLACK'S THIRD MOVE IN VAR. B.



6 Q-KB3

The Black Rook must now leave the safe diagonal.

6

R-QKt8

....If 6 .., R-KR2, White wins in ten moves. Var. B7.

,, 6 .., R-KKt8 ; 7 Q-B7ch, K-Qsq ; 8 Q-B8ch, and wins in four moves.

7 Q-B4ch

K-Kt2

8 K-B5

R-Kt3

3

K-Kt3 (Dia.)

White plays and wins in fourteen moves.

4 K-Q5

R-R8

..If 4 .., K-R3 ; 5 K-B5, and wins in five moves. Chap. I., Var. A.

..If 4 .., K-R2, or Kt2 ; 5 Q-K7ch, and wins in six moves. Var. A8, move 5.

Black has played into one of the sheltered positions favourable for the defence. White, in reply, places his Queen on a more attacking square, by the following continuation:—

5 Q-K8ch K-B2

..If 5 .., K-Kt2 ; 6 Q-K4, and wins in seven moves. Var. B3, move 7.

..If 5 .., K-Kt4 ; 6 Q-KB3, and wins in seven moves. Chapter II., Var. B3, move 9.

....If 8 .., R-KKt8, White wins in seven moves, Var. B8.

„ 8 .., K-R2 or Rsq; 9 Q-QR4ch, and wins in seven moves. Chap. I., Var. B1, move 6.

„ 8 .., R-Kt7; 9 Q-B3ch, and wins in four moves.

9 Q-KB7ch

A move would be lost by 9 Q-K4ch, K-R2.

9

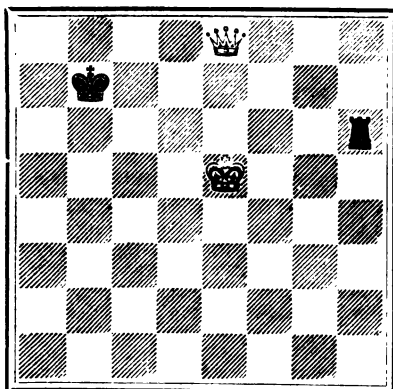
K-R3

10 Q-Q7, and wins in seven moves.

The position is a transposal of Diagram No. 2, Chap. I., Section II.

B2.

VARIAION ON BLACK'S THIRD MOVE IN VAR. B.



3 K-Kt2 (Dia.)

White plays and wins in twelve moves.

4 K-Q5

Black can now prolong the game for eleven moves by playing 4 .., R-QR3 (as noted below). The defence given in the text introduces some novel combinations.

4 R-R2

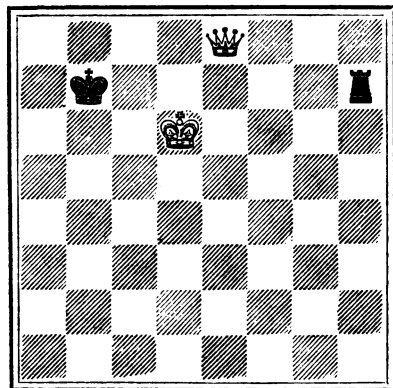
..If 4 .., R-QR3; 5 QKt5ch, and wins in ten moves. Chap. IV., Var. C, move 3.

..If 4 .., R-QKt3; 5 Q-Q7ch, and wins in nine moves. Chap. IV., Var. C, move 4.

..If 4 .., R-KR8; 5 Q-K4, and wins in seven moves. Var. B3, move 7.

....If 4 .., K-R2; 5 Q-K7ch, and wins in six moves. Var. A8, move 5.

„ 4 .., K-R3; 5 K-B5, and wins in five moves. Chap. I., Var. A, after move 2.



5 K-Q6 (Dia.)

If 5 K-B5, R-B2ch, and Black gains a move.

Reference to the annexed diagram will make the subsequent variations easier to follow.

5

R-R3ch

....If 5 .., R-KKt2; 6 Q-K4ch, and wins in eight moves. Chap. I., Var. D, move 6.

„ 5 .., R-R7; 6 Q-K4ch, K-Kt3; and White wins in seven moves. Chap. IV., Var. D3, after move 6.

„ 5 .., K-R2; 6 K-B6, and wins in six moves. Chap. I., Var. B1, after move 7.

„ 5 .., K-Kt3; 6 Q-K3ch, and wins in four moves.

„ 5 .., K-R3; 6 Q-R4ch, „ „ „

„ 5 .., R-QB2; 6 Q-Kt5ch, „ „ „

6 K-B5

R-QR3

....If 6 .., K-R2; 7 Q-K7ch, and wins in four moves. Chap. I., Var. A.

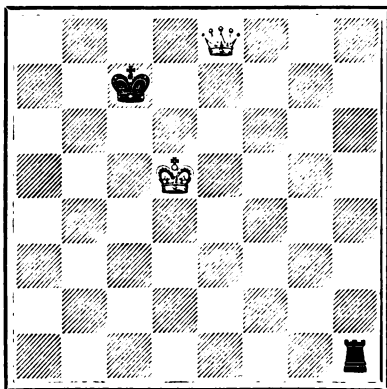
„ 6 .., R-QKt3; 7 Q-Q7ch, „ „ „

7 Q-Q7ch, and wins in seven moves.

Chapter IV., Variation B, move 2.

B3.

VARIATION ON BLACK'S FOURTH MOVE IN VAR. B.



4

R-KR8 (Dia.)

White plays and wins in thirteen moves.

The Rook is well placed, and White, as in Var. B1, must commence by improving the Queen's position. Other methods, such as 5 Q-K5ch, or Q-K7ch; or 5 Q-K4, R-R4ch; 6 K-B4, R-QR4, &c., would delay the end.

5 Q-B7ch

Black can prolong the game for twelve moves by 5 .., K-Kt3, as noted below. The defence selected for analysis leads to positions not previously treated.

5

K-Ktsq

..If 5 .., K-Bsq, White wins in seven moves. Var. B9.

[(transposed).]

....If 5 .., K-Kt3; 6 Q-B3, and wins in eleven moves. Var. B1, move 6

move 8. „ 5 .., K-Qsq; 6 Q-KB4, „ „ „ eight „ Chap. II., Var. B3,

6 Q-KB4ch

K-Kt2

7 Q-K4

Two moves would be lost by 7 Q-B3, R-QKt8.

7

R-Q8ch

....If 7 .., R-QB8; 8 K-Q6disch, K-Ktsq, and White wins in five moves. Chap. I., Var. A, after move 2.

„ 7 .., R-QR8; 8 K-B5disch, and wins in four moves.

„ 7 .., R-KKt8, or KB8; 8 K-Q6disch, and wins in four moves.

8 K-B5disch

K-B2

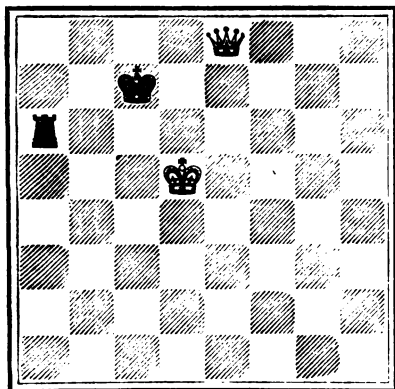
9 Q-KB4ch

K-Qsq

10 K-B6, and wins in four moves.

B4.

VARIATION ON BLACK'S FOURTH MOVE IN VAR. B.



4 R-QR3 (Dia.)

White plays and wins in thirteen moves.

5 Q-K7ch K-Kt3

...If 5 ..., K-Bsq; 6 K-B5, and wins in eight moves. Chap. III., Var. B2, after move 8.

...If 5 ..., K-Ktsq; 6 K-B5, and wins in six moves. Chap. IV., Var. B, after move 3.

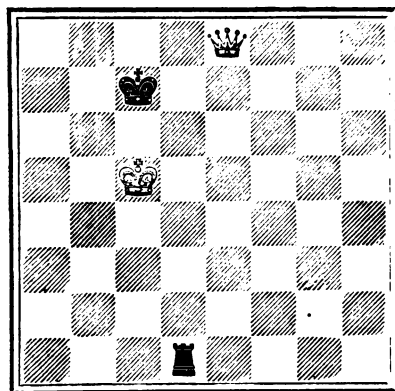
6 Q-B5ch K-Kt2

7 Q-Kt5ch, and wins in ten moves.

Chapter IV., Var. C, move 3.

B5.

VARIATION ON BLACK'S FIFTH MOVE IN VAR. B.



5 R-Q8 (Dia.)

White plays and wins in nine moves.

6 Q-K5ch

Black can now prolong the game for eight moves, by 6 ..., K-Bsq, as noted below. The Variation which follows is new.

6 K-Q2

...If 6 ..., K-Bsq; 7 Q-B5ch, and wins in seven moves. Chapter IV., Var. A., move 5.

....If 6 ..., K-Qsq; 7 Q-Kt5ch, and wins in six moves. Chap. IV., Var. A, move 6.

„ 6 ..., K-Kt2; 7 Q-Kt7ch, K-Rsq, and wins in five moves. Var. B8, move 10.

7 Q-K3 (best) K-B2

....If 7 ..., K-Qsq; 8 K-B6, and wins in four moves.

„ 7 ..., R-Q3; 8 Q-KR3ch, „ three moves.

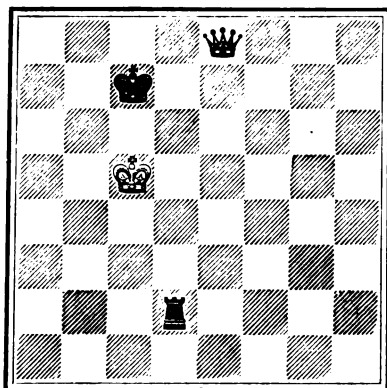
„ 7 ..., R-KR8; 8 Q-Q3ch, K-Bsq; 9 Q-QR6ch, and wins in three moves.

8 Q-B4ch, and wins in five moves.

Chapter IV., Variation A., move 7.

B6.

VARIATION ON BLACK'S FIFTH MOVE IN VAR. B.



7 Q-K4

The attack may also be continued by 7 Q-B5ch, K-Ksq ; 8 K-B6, &c.

7 K-Qsq
 8 K-B6 R-Q2
 9 Q-KR4ch, and wins in three moves.

5 R-Q7 (Dia.)

White plays and wins in seven moves.

6 Q-K5ch K-Q2

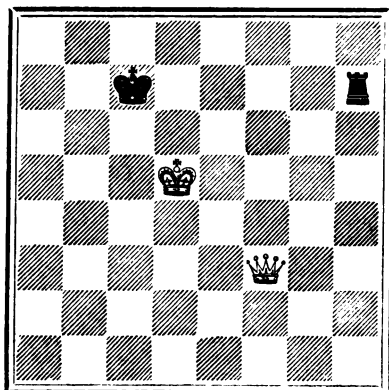
..If 6 .., K-Bsq ; 7 K-B6, and wins in four moves.

..If 6 .., K-Kt2 ; 7 Q-K4ch, and wins in three moves.

The following move for White leads to a position corresponding to that in Var. C.

B7.

VARIATION ON BLACK'S SIXTH MOVE IN VAR. B1.



6 R-KR2 (Dia.)

White plays and wins in ten moves.

7 Q-B4ch

The best square for the purpose.

7 K-Kt2

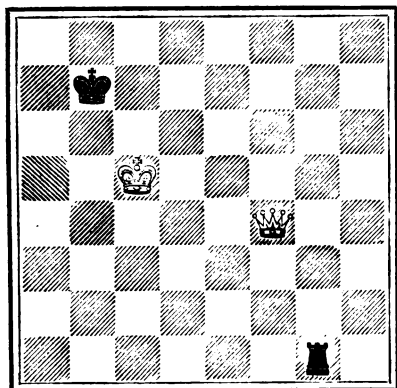
..If 7 .., K-Kt3 ; 8 K-Q6, and wins in eight moves. Chapter III., Var. B6, move 9.

8 K-Q6, and wins in eight moves.

Chapter III., Var. B, move 9
(by transposition).

B8.

VARIATION ON BLACK'S EIGHTH MOVE IN VAR. B1.



8 R-KKt8

White plays and wins in seven moves, by improving the Queen's position. A move would be lost after 9 Q-K4ch, K-B2; also the defence would be lengthened by 9 Q-K3, R-Kt2, &c.

9 Q-R6 R-Q8

..If 9 .., K-R2; 10 K-B6, K-R3, and White wins in three moves.

..If 9 .., R-K8; 10 Q-Kt7ch, and wins in five moves. Chap. III., Var. A2, move 8.

10 Q-Kt7ch K-Rsq

..If 10 .., K-Ktsq; 11 Q-KKt3ch, and wins in three moves.

..If 10 .., K-R3; 11 Q-QKt2, and wins in three moves.

11 Q-KKt2ch

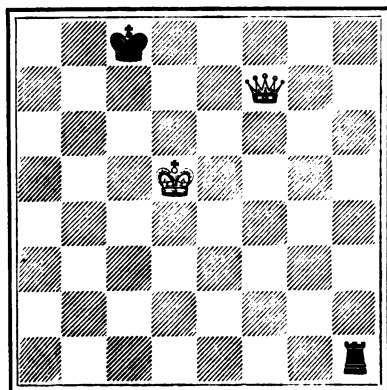
Or White may continue by 11 K-Kt6, R-Kt8ch; 12 K-R6, &c.

11 K-Ktsq

12 Q-Kt3ch, and wins in three moves.

B9.

VARIATION ON BLACK'S FIFTH MOVE IN VAR. B3.



5 K-Bsq (Dia.)

White plays and wins in seven moves, by forcing the Black Rook to leave the safe diagonal.

6 Q-B3 R-QB8

..If 6 .., R-K8; 7 K-Q6, and wins in four moves.

..If 6 .., R-KKt8; 7 Q-QB3ch, and wins in four moves.

..If 6 .., R-R7; 7 Q-B5ch, and wins in four moves.

..If 6 .., R-R5; 7 Q-B8ch, and wins in four moves.

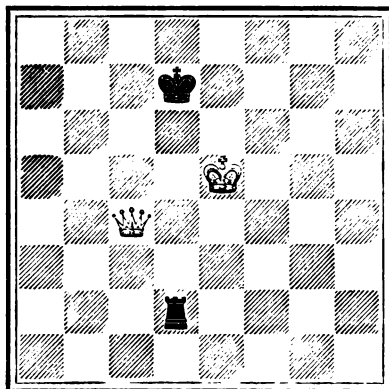
7 K-Q6 K-Ktsq

8 Q-QKt3ch, and wins in four moves.

Chap. I., Var. A, move 3.

C.

VARIATION ON BLACK'S FIRST MOVE (PAGE 47).



1 R-Q7 (Dia.)

White plays and wins in ten moves.

It may be noted here that after 2 Q-QR4ch, K-Bsq ; 3 K-K6, Black can make a prolonged defence by 3 ... R-QKt7.

2 Q-Kt5ch K-Bsq
3 K-K6 R-QB7

...If 3 ... R-Q8 ; 4 Q-B4ch, K-Qsq ; White wins in four moves. Chapter II., Var. D, move 8.

...If 3 ... R-Qsq ; 4 K-K7, R-Rsq ; 5 Q-B4ch, and wins the Rook in four moves.

4 K-Q6

If 4 K-K7, R-B2ch ; 5 K-Q6, and White loses a move. See Diagram No. 2, Chap. I., Sec. II.

4 R-KR7

....If 4 ... R-B8, 5 Q-R4, and wins in five moves. Chap. I., Var. A., move 2.
,, 4 ... R-Q7ch ; 5 K-B6, and wins in four moves.
,, 4 ... R-B6 ; 5 Q-R5, ,, ,, three ,,

5 Q-K5

The Rook is now forced to move from the diagonal behind White's King.

5 R-R8ch

....If 5 ... R-Q7ch ; 6 K-B6, and wins in four moves.

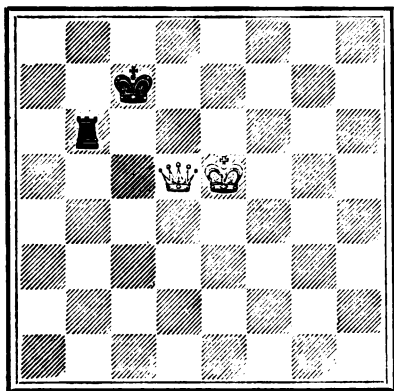
6 K-B5 R-QR8
7 K-Kt5 R-KR8

....If 7 ... R-R2 ; 8 K-Kt6, and wins in three moves.

8 Q-KB5ch, and wins in three moves.

D.

VARIATION ON BLACK'S SECOND MOVE (PAGE 47).



5 K-Q5, and wins in thirteen moves.

The position now reached is a transposal of Diagram No. 13, Chapter IV., Sec. III., page 37.

2 K-B2 (Dia.)

White plays and wins in sixteen moves.

3 Q-B5ch R-B3

..If 3 .., K-Kt2 ; 4 K-Q5, and wins in fourteen moves. See main variation, p. 48.

4 Q-K7ch

The game would be considerably lengthened by 4 Q-R7ch, K-Qsq, &c

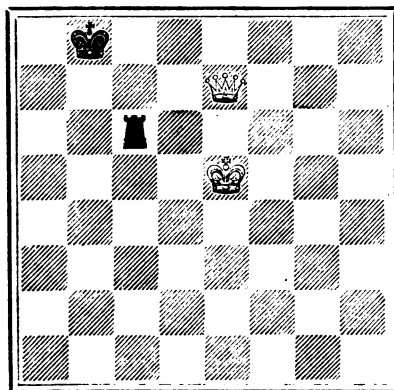
4 K-Kt3

..If 4 .., K-Ktsq, White wins in thirteen moves. Var. D1.

..If 4 .., K-Bsq, White wins in thirteen moves. Var. D2.

D1.

VARIATION IN BLACK'S FOURTH MOVE IN VAR. D.



4 K-Ktsq (Dia.)

White plays and wins in thirteen moves.

5 K-Q5 R-B2

..If 5 .., R-B7, White wins in eleven moves. Var. D3.

..If 5 .., R-Bsq, White wins in ten moves. Var. D4.

..If 5 .., R-B8 ; 6 Q-Kt4ch, and wins in six moves. Var. A8, move 5.

..If 5 .., R-QKt3 ; 6 K-B5, and wins in nine moves. Chapter III., Var. B4, move 8.

..If 5 .., R-QR3 ; 6 K-B5, and wins in six moves. Chap. IV., Var. B., after move 3.

6 Q-K8ch

....If 6 Q-K5, K-Kt2, as (transposed) in Var. E., the game would last a move longer.

6

R-Bsq

....If 6 .., K-R2, White wins in eleven moves. Var. D5.

„ 6 .., K-Kt2; 7 Q-Kt5ch, and wins in nine moves. Chap. IV., Var. C, move 4.

7 Q-Kt5ch

K-R2

....If 7 .., K-Rsq., White wins in eight moves. Var. D6.

„ 7 .., K-B2; 8 K-B5, R-KBsq; 9 Q-B6ch, and wins in four moves.

8 K-Q6

White may also continue by 8 Q-Q7ch, as in Chapter IV., Var. C1, at move 3, where there is a transposition of this situation.

8

R-KBsq

....If 8 .., R-QKtsq; 9 Q-R5ch, and wins in five moves. Chap. III., Var. C, move 6.

„ 8 .., R-B8; 9 Q-R4ch, and wins in five moves. Chap. IV., Var. C4, move 6.

„ 8 .., R-KRsq; 9 Q-R4ch, and wins in four moves.

„ 8 .., K-Rsq; 9 K-Q7, „ „ „

9 Q-R5ch

Or 9 Q-Kt4, R-QBsq, making a transposal of the position in Chap. III., Var. B2, after move 8.

9

K-Kt2

....If 9 .., K-Ktsq; 10 Q-Kt4ch, and wins in four moves.

10 Q-Kt4ch

K-R3

....If 10 .., K-Bsq; 11 K-K7, and wins in two moves.

11 K-B7

See Chapter III., Var. B5, move 9 (transposed).

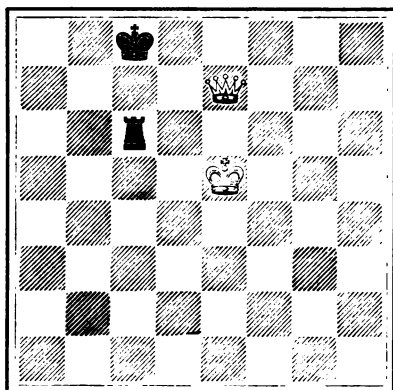
11

R-B2ch

12 K-Kt8, and wins in five moves.

D2.

VARIATION ON BLACK'S FOURTH MOVE IN VAR. D.



6

....If 6 ..., R-B8, White wins in seven moves. Var. D7.

7 Q-K8ch

K-Kt2

8 K-Q6 and wins in nine moves.

Diagram No. 12 transposed. See Chap. IV., Sec. II.

4

K-Bsq

White plays and wins in thirteen moves.

5 K-Q5

R-B7

..If 5 ..., R-B2 ; 6 Q-K8ch, and wins in ten moves, as below, move 7.

..If 5 ..., R-B8 ; 6 QB8ch, and wins in seven moves. Var. A8, move 4.

..If 5 ..., R-QKt3 ; 6 Q-K8ch, and wins in eleven moves. Chap. IV., Var. D, move 3.

..If 5 ..., R-QR3 ; 6 K-B5, and wins in eight moves. Chap. III., Var. B2, after move 8.

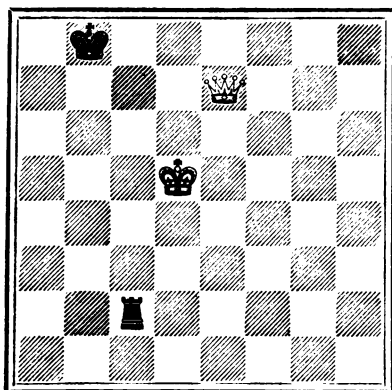
6 Q-K4

The Black Rook cannot be won in this position by checking.

R-B2

D3.

VARIATION ON BLACK'S FIFTH MOVE IN VAR. D1.



5

R-B7 (Dia.)

White plays and wins in eleven moves.

In this position the Rook is well placed, and the quickest way of finishing the game is by driving him away from the square he now occupies.

6 Q-K4

R-Bsq

..If 6 ..., R-B2, White wins in nine moves. Var. D8.

..If 6 ..., R-B8 ; 7 Q-Kt4ch, and wins in six moves. Var. A8, move 5.

..If 6 ..., R-QR7 ; 7 K-B6, and wins in four moves.

7 K-Q6

R-B2

....If 7 ..., R-B8, 8 Q-Kt4ch, and wins in four moves. Chap. I., Var. A., move 3.

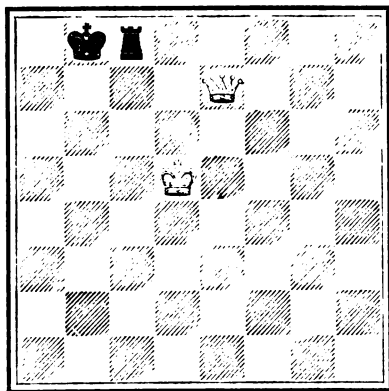
....If 7 ..., R-KBsq ; 8 Q-QKt4ch, and wins in four moves.

8 Q-K8ch, and wins in eight moves.

Chap. IV., Var. D1, move 5 (transposed).

D4.

VARIATION ON BLACK'S FIFTH MOVE IN VAR. D1.



5 R-Bsq (Dia.)

White plays and wins in ten moves.

6 K-Q6 R-B8, 7, 6, or 5.

..If 6 ..., K-Rsq; 7 K-Q7, R-QKtsq;

and White wins the Rook in four moves.

..If 6 ..., R-Ktsq or Rsq; 7 Q-B7ch, and wins in five moves.

7 Q-K8ch R-Bsq

..If 7 ..., K-Kt2 (with Rook on B8);

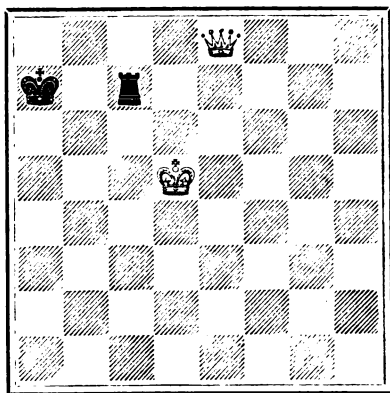
8 Q-K4ch, K-Ktsq, and White wins in five moves. Chap. I., Var. A, after move 2.

8 Q-Kt5ch, and wins in seven moves.

Chapter IV., Var. D1, move 6, transposed.

D5.

VARIATION ON BLACK'S SIXTH MOVE IN VAR. D1.



6 K-R2 (Dia.)

White plays and wins in eleven moves.

7 K-Q6 R-QKt2

..If 7 ..., K-Kt2; 8 Q-Kt5ch, K-Bsq, and White wins in four moves.

..If 7 ..., R-KKt2 or R2; 8 K-B6, R-QKt2, and White wins in six moves. Chap. I., Var. B1, move 7.

8 Q-K3ch

A neat continuation. A move would be lost by either 8 Q-R4ch, K-Kt3; or by 8 Q-K4.

8 K-Ktsq

...If 8 ..., K-Rsq; 9 K-B6, K-Ktsq; 10 Q-K8ch, and wins in six moves. Chap. I., Sec. I., after move 1.

9 Q-Q4 !

This course wins more speedily than 9 Q-K4, R-QR2 ; or 9 Q-K5, R-Kt3ch, &c.

9

R-KB2

....If 9 .., R-KR2 ; 10 K-B6, and wins in seven moves. Var. A7, move 10.

„ 9 .., R-QR2, or Q-B2 ; 10 Q-Kt6ch, and wins in seven moves. Var. A, move 10.

„ 9 .., R-Kt 6 or 8 ; 10 K-B6, R-Kt2, and White wins in seven moves.
The same after

„ 9 ... 5 K-Rsq ; 10 K-B6, K-Ktsq, &c. Chap. I., Sec. I., after move 1.

10 K-B6

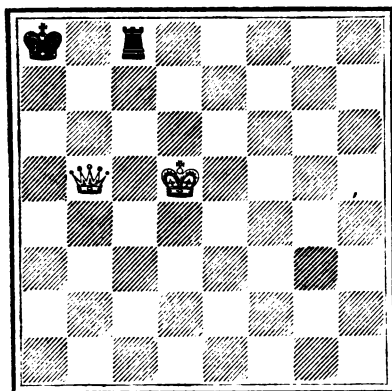
R-QKt2

11 Q-R8ch, and wins in six moves.

Chap. I., Sec. I., move 2, transposed.

D6.

VARIATION ON BLACK'S SEVENTH MOVE IN VAR. D1.



7 K-Rsq (Dia.)

White plays and wins in eight moves.

8 K-Q6

Black can now prolong the game for seven moves, as noted below. The variation which follows is new :—

8 R-KBsq

..If 8 .., K-R2 ; 9 Q-Kt4, and wins in six moves. Chap. IV., Var. B, move 3.

..If 8 .., R-B8 ; 9 Q-R4ch, and wins in five moves. Chap. IV., Var. C4, move 6.

9 Q-Q5ch

K-Ktsq

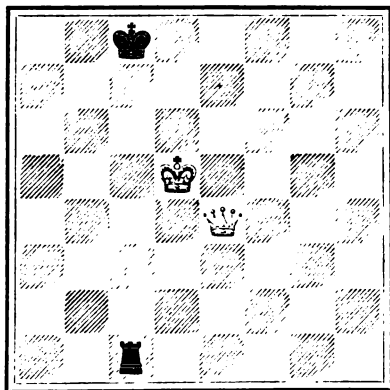
10 K-Q7 !

R-B7

11 Q-Kt5ch, and wins in three moves.

D7.

VARIATION ON BLACK'S SIXTH MOVE IN VAR. D2.



6 R-B8 (Dia.)

White plays and wins in seven moves.

If, however, he were to commence with 7 Q-Kt4ch, it would require an additional move, by the continuation 7 ..., K-Kt2; 8 Q-QKt4ch, as given in Variation A8.

7 K-Q6 R-Q8ch

..If 7 ..., K-Ktsq; 8 Q-Kt4ch, and wins in four moves. Chapter I., Var. A.

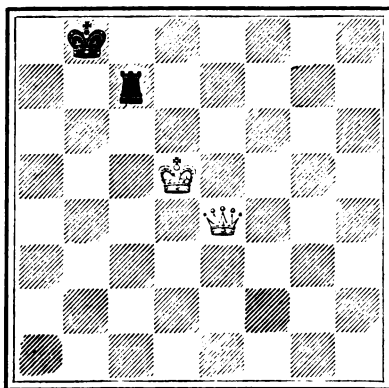
8 K-B6 R-B8ch

9 K-Kt6 K-Q2 or Qsq

10 Q-Q3ch, and wins in three moves.

D8.

VARIATION ON BLACK'S SIXTH MOVE IN VAR. D3.



6 R-B2 (Dia.)

White plays and wins in nine moves.

7 K-Q6 (best)

As in many previous cases, checking does not expedite matters.

7 R-Bsq

..If 7 ..., R-QR2; 8 Q-K8ch, and wins in six moves. Chap. I., Sec. II., move 2.

..If 7 ..., R-QKt2; 8 K-B6, and wins in seven moves. Chap. I., Var. B, move 6.

..If 7 ..., R-KKt2; 8 K-B6, and wins in seven moves. Chap. I., Var. C, move 7.

..If 7 ..., R-B8; 8 Q-Kt4ch, and wins in four moves. Chap. I., Var. A, move 3.

8 Q-Ktsqch

By losing time here, White gains a move in the solution.

8

K-R2

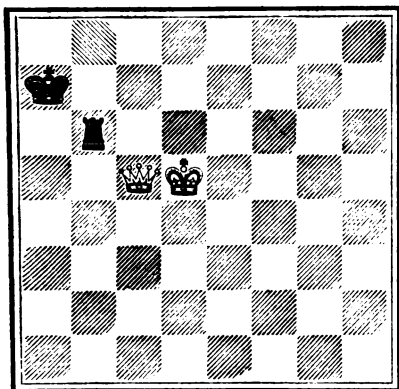
....If 8 ..., K-Rsq; 9 K-Q7, R-Ktsq, and White wins in four moves.

9 Q-Kt4, and wins in six moves.

Chapter IV., Var. B, move 3 (transposed).

E.

VARIATION ON BLACK'S FOURTH MOVE (PAGE 48).



4 K-R2 (Dia.)

White plays and wins in thirteen moves.
This is a difficult position leading
to fine play at long distances.

5 Q-Q4 K-Kt2

..If 5 ..., K-R3; 6 Q-R4ch, and wins in
ten moves. Var. D2, move 7 (transposed).

6 K-B5 R-B8ch

..If 6 ..., R-QR3; 7 K-Kt5, R-R2, and
White wins in five moves. Chap. IV.,
Var. C1, move 7.

..If 6 ..., K-R2; 7 Q-R4ch, and wins in
eight moves. Chap. IV., Var. D1, move 5.

..If 6 ..., K-R3; 7 Q-Q8, and wins in
three moves.

7 K-Kt5

R-B2

....If 7 ..., R-B8; 8 Q-K4ch, and wins in five moves. See below, move 12.
,, 7 ..., R-Bsq; 8 Q-K4ch, and wins in four moves.

The checks on Q5 or K4 would now lose time.

8 Q-Q8

The position is that on Diagram No. 24, Group E, with Black to play.

8 R-B8

....If 8 ..., R-R2, White wins in eight moves. Var. E1.

,, 8 ..., R-B7, " " six " " E2.

,, 8 ..., R-B6; 9 Q-Q5ch, and wins in four moves.

,, 8 ..., R-Bsq; 9 Q-Q5ch, K-B2! 10 K-B5, and wins in three moves.

9 Q-Q5ch

K-Ktsq

....If 9 ..., K-B2; White wins in seven moves. Var. E3.

,, 9 ..., K-Bsq; 10 Q-KB5ch, and wins in six moves, as below, move 11.

,, 9 ..., K-R2; 10 Q-KB7ch, " " four "

10 Q-K5ch

K-Bsq

....If 10, K-Kt2; 11 Q-K4ch, and wins in five moves, as below, move 11.

11 Q-KB5ch

K-Kt2

12 Q-K4ch

K-Bsq

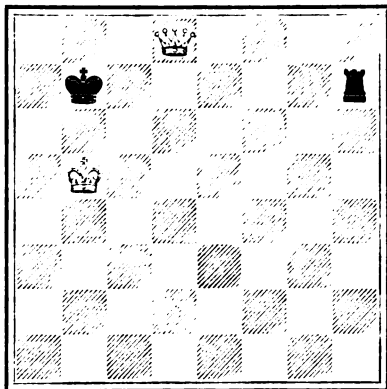
13 K-Kt6

K-Q2 or Qsq

14 Q-Q8ch, and wins the Rook in three moves.

E1.

VARIATION ON BLACK'S EIGHTH MOVE IN VAR. E.



8 R-R2 (Dia.)

White plays and wins in eight moves.
The alternative course, by 9 Q-Q5ch, K-R2, requires ten moves.

9 Q-Kt6ch K-Rsq
10 K-R6 R-QB2

Black has no better defence in this situation. Of course the Rook must not be taken.

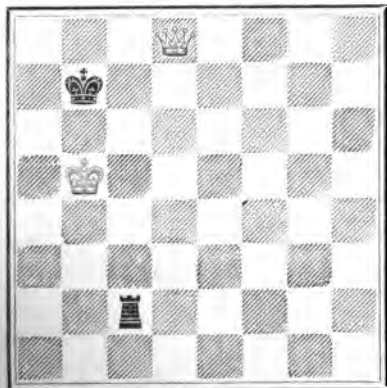
11 Q-Q4 R-B8ch
12 K-Kt5 R-B2, or Bsq

..If 12 .., R-B8; 13 Q-K4ch, and wins in three moves.

13 K-Kt6, and wins in three moves.

E2.

VARIATION ON BLACK'S EIGHTH MOVE IN VAR. E.



8 R-B7 (Dia.)

White plays and wins in six moves.

9 Q-Q5ch K-Ktsq

..If 9 .., K-B2; 10 Q-K5ch, and wins in three moves.

..If 9 .., K-R2; 10 Q-Q4ch, and wins in three moves.

10 Q-K5ch

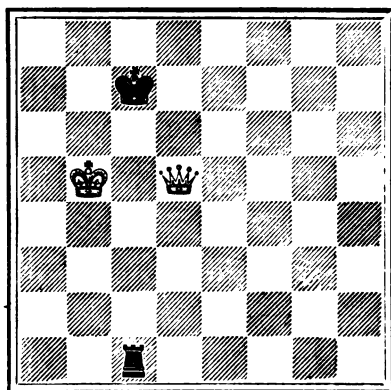
Also by 10 K-Kt6, R-Kt7ch; 11 K-R6, &c.

10 K-R2

11 Q-Q4ch, and wins in three moves.

E3.

VARIATION ON BLACK'S NINTH MOVE IN VAR. E.



11 Q-B3ch

To play 11 Q-B4ch, K-Ktsq, would lose a move.

11

K-Ktsq

12 Q-K5ch

K-Kt2

13 Q-K7ch, and wins in three moves.

9 K-B2 (Dia.)

White plays and wins in seven moves.

10 Q-Q8!

It would lose time to commence with either 10 Q-K5ch, K-Q2; or with 10 Q-K4.

10 R-KKt8

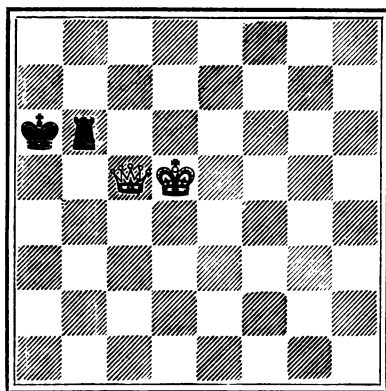
..If 10.., R-KR8; 11 Q-B4ch, and wins in four moves.

„ 10.. K-Ktsq or Bsq; 11 K-Kt6, and wins in three or four moves, according to Black's play.

„ 10.., K-Kt2; 11 Q-K4ch, and wins in five moves. Var. E, move 12.

F.

VARIATION ON BLACK'S FOURTH MOVE (PAGE 48).



4 K-R3 (Dia.)

White plays and wins in thirteen moves, by improving the Queen's position, as in Var. E.

5 Q-Q4 (best)

Time would be lost by 5 Q-R3ch, K-Kt2; while the checks on Q14 and QB8 are evidently useless.

5 K-Kt4

..If 5 .., R-KR3, White wins in ten moves. Var. F1 (transposed).

„ 5 .., K-Kt2; 6 K-B5, White wins in eleven moves. Var. E, move 6.

„ 5 .., K-R4; 6 Q-K3, White wins in eleven moves. Var. A2, move 4 (transposed).

....If 5 .., K-R2; 6 K-B5, White wins in eight moves. Chap. III., after move 9 (page 21).

„ 5 .., R-Ktsq; 6 K-B6, R-Bsqch; 7 K-Q7, and wins in four moves.

6 Q-K8

The defence would be lengthened by 6 Q-B4ch, K-R4 ; or by 6 Q-B5ch, K-R3.

6

K-R4

....If 6 .., K-R3 ; 7 K-B5, and wins in nine moves. Var. A2, move 5.

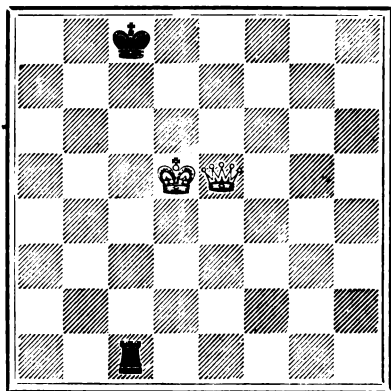
„ 6 .., R-Kt2 ; 7 Q-Kt3ch, and wins in eight moves. Chapter II., move 9 (page 11).

7 K-B5, and wins in ten moves.

Chapter III., Var. B1, move 5 (transposed).

F1.

VARIATION ON BLACK'S FIFTH MOVE IN VAR. F.



5

R-KR3 (Dia.)

The position is here given in a transposed form, for comparison with the diagram in Var. A8.

White plays and wins in ten moves.

6 Q-R8ch !

This is the quickest process.

6

K-Q2, or B2

7 Q-Kt7ch

K-Bsq

....If 7 .., K-Ksq ; 8 Q-Kt8ch, and wins in four moves.

8 Q-Kt4ch

K-Kt2 or Ktsq

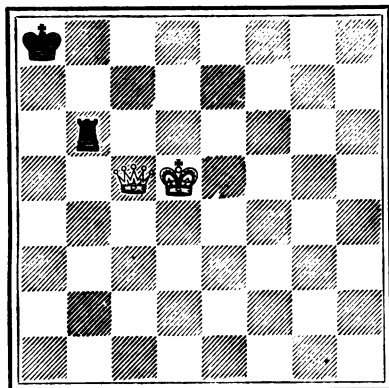
Or White may play 8 Q-B8ch, as in Var. A8.

9 Q-QKt4ch, and wins in six moves.

Variation A8, page 56, move 5.

G.

VARIATION ON BLACK'S FOURTH MOVE (PAGE 48).



4 K-Rsq

White plays and wins in twelve moves.

The first proceeding must be to place the Queen on a better square for attack; by checking at once, she would improve Black's defensive position.

5 Q-K7 R-Kt8

..If 5 .., R-Kt2, White wins in eleven moves. Var. G1.

„ 5 .., K-Ktsq; 6 K-B5, and wins in nine moves. Chap. III., Var. B4, move 8.

....If 5 .., R-QR3; 6 K-B5, K-Ktsq, and White wins in eight moves. Chap. III., Var. B2, after move 8.

„ 5 .., R-Kt6; 6 K-B6, R-Kt8; 7 Q-B8ch, and wins the Rook in four moves.

6 Q-K4

White can do nothing better than attack the Rook, and also threaten a discovered check. The game would last a move longer if 6 Q-R3ch, K-Kt2, as in Var. H.

6 R-Kt8

....If 6 .., R-Kt2; 7 K-B6, K-Ktsq, and White wins in seven moves. Chap. I., Var. C, after move 7.

„ 6 .., R-Kt7, R-Kt4ch, or R-Ktsq; 7 K-B6, R-Kt2, and White wins in seven moves. Chap. I., Var. B, after move 6.

„ 6 .., R-QB8; 7 K-Q6disch, K-Ktsq, and White wins in five moves. Chap. I., Var. A, after move 2.

„ 6 .., R-Q8ch; 7 K-B5disch, and wins in four moves.

7 K-B5disch K-R2

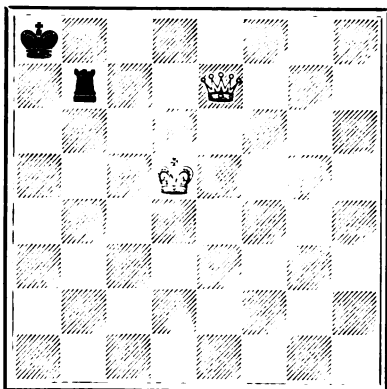
....If 7 .., R-Kt2; 8 K-B6, K-Ktsq, and White wins in four moves.

8 Q-R4ch, and wins in eight moves.

Chapter IV., Var. D1, move 5.

G1.

VARIATION ON BLACK'S FIFTH MOVE IN VAR. G.



5 R-Kt2 (Dia.)

White plays and wins in eleven moves, as below. Also by 6 Q-K4, R-Kt3, as in Var. G.

6 Q-Q8ch R-Ktsq

..If 6 ..., K-R2 ; 7 K-B6, and wins in five moves. Diagram No. 1, Chap. I. (transposed).

7 Q-R5ch K-Kt2

8 K-Q6

Black can now prolong the game for eight moves by 8 ..., R-KBsq, as noted below. The variation which follows is new.

8 R-QBsq

....If 8 ..., R-KBsq ; 9 Q-Kt4ch, and wins in seven moves. Var. D1, move 10.

9 K-Q7

R-QKtsq

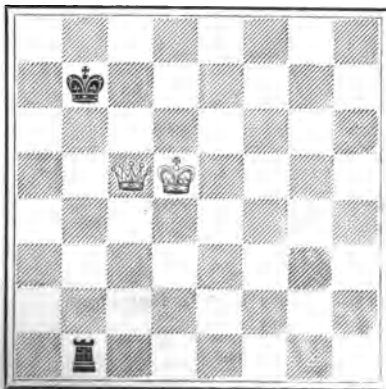
This is Diagram No. 18, Group D (transposed), with White to play.

10 Q-K5, and wins in five moves.

Chap. III., Var. B2, move 11 (transposed).

H.

VARIATION ON BLACK'S FOURTH MOVE (PAGE 48).



4 R-Kt8 (Dia.)

White plays and wins in thirteen moves.

5 Q-K7ch K-R3

..If 5 ..., K-Ktsq ; White wins in eleven moves. Var. H1.

.. 5 ..., K-Rsq ; 6 Q-K4, and wins in ten moves. Var. G, move 6.

.. 5 ..., K-Bsq ; 6 Q-K3, and wins in nine moves. Chap. III., Var. B, move 8.

.. 5 ..., K-Kt3 ; 6 Q-K3ch, K-Kt2, and White wins in nine moves. Chap. III., Var. B, move 8.

6 Q-R3ch

The game may also be continued by 6 Q-K2ch, K-Kt2 ; 7 Q-K4, &c.

6

K-Kt2

....If 6 ..., K-Kt3 ; 7 Q-K3ch, and wins in nine moves. Var. B7, move 7.

7 K-B5

R-Kt3

....If 7 ..., R-KKt8, White wins in nine moves. Var. H2.

„ 7 ..., R-KB8 ; 8 Q-QKt3ch, and wins in three moves.

8 Q-KB3ch

Or 8 Q-R4, making Diagram No. 12, Chap. IV., Sec. II.

8

K-R2

9 Q-Q5

White can also play 9 Q-K4, transposing into the position in Var. D8, move 7.

9

R-Kt2

....If 9 ..., R-QR3 ; 10 Q-Q7ch, and wins in seven moves. Chap. IV., Var. B, move 2.

„ 9 ..., R-KR3 : 10 Q-B7ch, and wins in four moves.

„ 9 ..., R-Kt7 or Ktsq ; 10 K-B6 R-Kt2, and White wins in six moves. Chap. I., Var. B, after move 7.

10 K-B6

K-Rsq

....If 10 ..., K-Ktsq ; 11 Q-QR5, and wins in five moves. Diagram No. 1, Chap. I., Sec. I.

11 Q-R2ch, and wins in six moves.

Chapter I., Section I, move 2.

H1.

VARIATION ON BLACK'S FIFTH MOVE IN VAR. H.

5

K-Ktsq (Dia.)

White plays, and wins in eleven moves, by attacking the adverse Rook, as in Var. G.

6 Q-K4

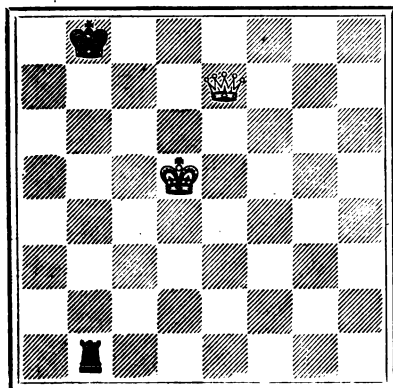
R-Kt6

..If 6 ..., R-QB8 ; 7 Q-Kt4ch, and wins in six moves. Var. A8, move 5.

„ 6 ..., R-Kt2 ; 7 K-B6, and wins in seven moves. Chap. I., Var. B, move 6.

„ 6 ..., R-Kt4ch ; 7 K-B6, and wins in seven moves. Chap. I., Var. C, move 7.

„ 6 ..., R-Kt3 ; 7 K-B5, K-R2 ; White wins in nine moves. Var. G, move 7.



7 Q-K5ch

K-Kt2

....If 7 .., K-R2 ; 8 K-B6, and wins in seven moves. Var. D5, move 10 (transposed).

„ 7 .., K-Rsq ; 8 K-B6, R-Kt2, and White wins in seven moves. Chap. I., Sec. I., after move 1.

8 K-B5

R-QR6

....If 8 .., K-R2 or Rsq ; 9 K-B6, and wins in seven moves. See note to move 7 above.

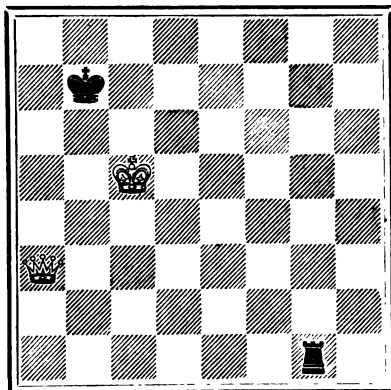
„ 8 .., R-Kt3 ; 9 Q-K7ch, and wins in four moves.

9 Q-K7ch, and wins in seven moves.

Variation D1, move 10 (transposed).

H2.

VARIATION ON BLACK'S SEVENTH MOVE IN VAR. H.



7 R-KKt8 (Dia).

White plays and wins in nine moves, as below. A move would be lost by 8 Q-K3, R-Kt2, &c.

8 Q-KB3ch K-Ktsq or Bsq

..If 8 .., K-B2 ; 9 Q-K3, and wins in six moves, as below, on move 10.

„ 8 .., K-R2 ; 9 Q-K3, and wins in six moves. Chap. I., Var. C1, move 6.

9 Q-K4

Again 9 Q-K3 would lose a move.

9

K-B2

„ 9 .., R-B8ch ; 10 K-Kt6, and wins in four or two moves, according to Black's play.

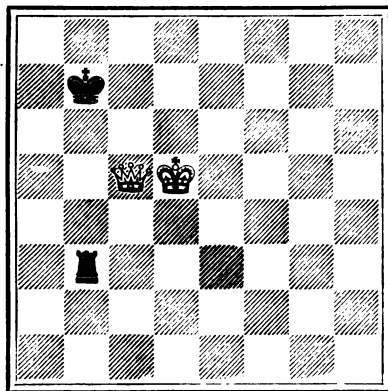
....If 9 .., K-R2 ; 10 Q-K3, and wins in six moves. Chap. I., Var. C1, move 6.

10 Q-K3, and wins in six moves.

Chap. IV., Var. D3, move 7.

J.

VARIATION ON BLACK'S FOURTH MOVE (PAGE 48).



4 R-Kt6 (Dia.)

White plays and wins in twelve moves.

5 Q-B6ch K-Ktsq

6 Q-KB6

The defence would be prolonged by
6 Q-K8ch, K-Kt2, &c.

6 K-R2

..If 6 .., K-Kt2, White wins in ten moves. Var. J1.

„ 6 .., K-B2, White wins in seven moves. Var. J2.

„ 6 .., R-Kt2; 7 Q-Q8ch, and wins in six moves. Chap. IV., Var. C, move 7.

....If 6 .., R-Kt8; 7 K-B6, R-Kt2; and White wins in seven moves.
Chap. I., Sec. I., after move 1.

7 Q-Q4ch

R-Kt3

....If 7 .., K-Ktsq; 8 K-B6, R-Kt2; and White wins in seven moves.
Chap. I., Sec. I.

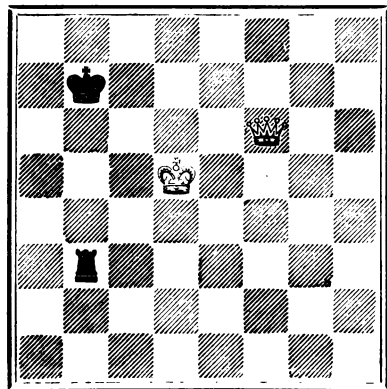
„ 7 .., K-Kt2; 8 K-B5, R-Kt3; 9 Q-Q7ch, and wins in four moves.

8 K-B5, and wins in eight moves.

This is a transposal of the position in Chapter III., after White's ninth move (page 21).

J1.

VARIATION ON BLACK'S SIXTH MOVE IN VAR. J.



6 K-Kt2 (Dia.)

White plays and wins in ten moves.

7 K-B5

Black can continue the game for nine moves by 7 ... , K-R2, as is noted below. The defence which follows introduces a new variation.

7 R-K6

..If 7 .., K-R2; 8 Q-K5, and wins in eight moves. Var. A, move 9.

....If 7 ..., K-Rsq ; 8 K-B6, R-Kt2, and White wins in seven moves.
 Chap. I., Sec. I., after move 1.

„ 7 ..., R-QR6 ; 8 Q-B7ch, and wins in four moves.

8 Q-Kt7ch

This move wins more quickly than 8 Q-B7ch.

8

K-Ktsq

....If 8 ..., K-Bsq ; 9 K-Q6, and wins in three moves.

„ 8 ..., K-Rsq ; 9 K-Kt6, and wins in four moves.

9 K-Q6

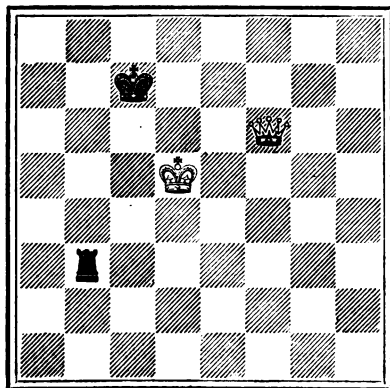
R-K7

....If 9 ..., K-Rsq ; 10 K-B7, and wins in two moves.

10 Q-QB7ch, and wins in three moves.

J2.

VARIATION ON BLACK'S SIXTH MOVE IN VAR. J.



6

K-B2 (Dia.)

White plays and wins in seven moves.

7 Q-Kt7ch !

It is not so expeditious to check on either K5, or K-B7.

7

K-Kt3

..If 7 ..., K-Qsq ; 8 K-B6, and wins in three moves.

8 K-B4

R-Kt4

....If 8 ..., R-KR6 ; 9 Q-B6ch, and wins in four moves.

„ 8 ..., R-KB6 ; 9 Q-Q4ch, „ „ „ „

9 Q-B6ch

K-R4

10 Q-Q8ch, and wins in three moves.

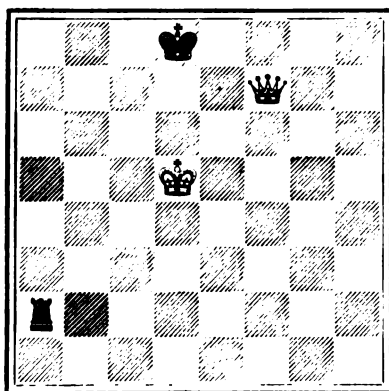
CHAPTER VI.



THE position analysed in this Chapter is like Diagram No. 4 (Chapter II.), with all the pieces placed a square lower on the board. It corresponds also to Diagram No. 14 (Chapter V.), with all the pieces one square further to the right. This arrangement adds to the length and complication of the defence.

The sheltered situation which occurs in the mainplay, after Black's seventh move, is very favourable for the defence, and anyone trying to solve it without the aid of previous analysis would probably occupy much unnecessary time.

Another interesting position is that in Variation B, on Black's third move. It is easily won when Black has to play, as is shown in Chapter III., Variation B2, but when White has to begin, the correct way of proceeding with the attack, after Q-Q5ch, K-B2, is by no means obvious.



This is one of the “*sheltered*” positions from which White’s way of winning, without losing much time, is difficult to see. Compare with other positions of the same class, treated in previous chapters.

The attack cannot be continued by 8 K-B5, as in Var. A1, Chap. V. (where the Queen is on K-R7), because after 8 ... R-B7ch ; 9 K-Kt6, R-Kt7ch ; 10 K-R6 or 7, R-K7, &c., the Rook is safe from capture by diverging checks, and many moves would then be required to bring the White King into effective action again.

A similar result would also follow from 8 Q-QKt7, R-Q7ch ; 9 K-K6, R-K7ch, &c. ; while if White played 8 Q-KR7 or KKt7, Black could make a prolonged defence by checking on QR file.

White’s next two moves put the Queen into a better attacking position, without giving the Black Rook a chance of safely rejoining his King.

8 Q-B8ch

K-Q2

....If 8 ... K-B2, White wins in ten moves. Var. H.

9 Q-Kt4

K-Ksq

....If 9 ... K-Qsq ; 10 K-B5, and wins in six moves. Var. D1, move 5.
 ,, 9 ... R-R2 ; 10 Q-Kt5ch, ,, nine ,, Var. E1, ,, 5.
 ,, 9 ... R-KKt7 ; 10 Q-K4, ,, seven ,, Var. D4, ,, 7.

10 Q-QB4

Time would be lost either by 10 K-K6, R-R3ch ; or by 10 K-B5, R-KB7.

10

R-R2

....If 10 ... R-Q7ch ; 11 K-K6, and wins in four moves.

11 K-K6

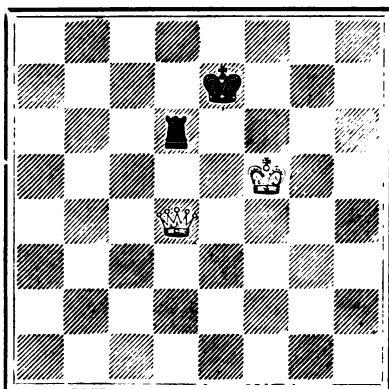
R-K2ch

12 K-B6, and wins in nine moves.

This is a transposal of the position in Chap. III., Var. B1, after White’s sixth move.

A.

VARIATION ON BLACK'S FIRST MOVE (PAGE 82.)



1 R-Q3 (Dia.)

White plays and wins in eighteen moves.

2 Q-Kt7ch K-Qsq

..If 2 ..., K-Ksq, White wins in fifteen moves. Var. B.

3 K-K5

There is no better move in this situation.

8

R-QB8

....If 3 ..., R-QR3, White wins in sixteen moves. Var. A1.

„ 3 ..., R-QKt3; 4 Q-KB7, and wins in fifteen moves. Page 83, move 6.

„ 3 ..., R-Q2; 4 Q-B8ch, and wins in twelve moves. Chapter III., move 4 (page 20).

„ 3 ..., R-Q8; 4 Q-Kt8ch, K-B2, and White wins in seven moves. Chap. II, Var. B2, after move 7.

4 K-Q5

R-QR3

....If 4 ..., R-B2, White wins in thirteen moves. Var. A2.

„ 4 ..., R-QKt3; 5 Q-B7, and wins in eleven moves. Chapter III., Var. B, move 6.

5 Q-B8ch

K-Q2

....If 5 ..., K-B2; 6 Q-B5ch, and wins in eleven moves. Chap. IV., Var. C, move 2.

6 Q-B7ch

K-Bsq

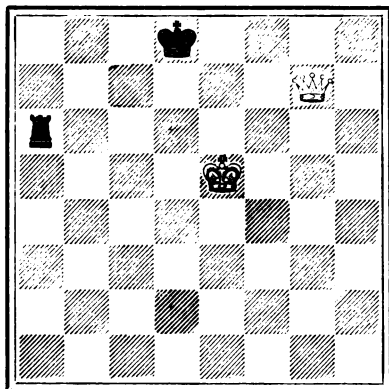
....If 6 ..., K-Qsq; 7 K-B5, and wins in nine moves. Chap. III., Var. B2, move 7.

7 Q-K7, and wins in twelve moves.

Chapter V., Var. A1, move 4.

A1.

VARIATION ON BLACK'S THIRD MOVE IN VAR. A.



3 R-QR3 (Dia.)

White plays and wins in sixteen moves.

Time would be lost by 4 K-Q5, K-Ksq ; also by checking.

4 Q-B7

Black can here prolong the game for fifteen moves by 4 ..., R-QB3, as given in the note below.

The other Variations lose more quickly, but are new.

4

K-Bsq

-If 4 .., R-R8, White wins in twelve moves. Var. A3.
 ,, 4 .., R-QB3 ; 5 K-Q5, and wins in fourteen moves. Chapter V.,
 Var. A, move 3.
 ,, 4 .., R-QKt3 ; 5 K-Q5, and wins in eleven moves. Chapter III.,
 Var. B, after move 6.
 ,, 4 .., R-R4ch ; 5 K-Q6, R-R3ch ; 6 K-B5, and wins in nine moves.
 Chap. III., Var. B2, move 7.

5 Q-K7

The defence would be lengthened a move by 5 K-Q5, R-R4ch ; 6 K-B6, R-R3ch ; 7 K-Kt5, R-Q3, &c.

5

R-QB3

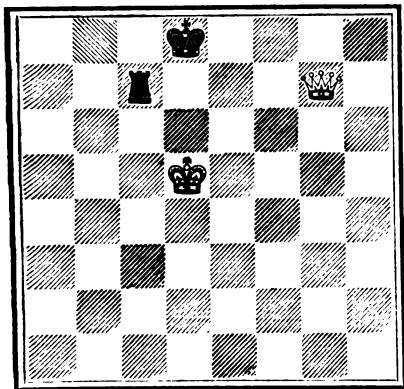
-If 5 .., K-Ktsq, White wins in eleven moves. Var. A4.
 ,, 5 .., R-R8, " " " " Var. A5.
 ,, 5 .., R-Rsq, " " " " Var. A6.
 ,, 5 .., R-QKt3 ; 6 K-Q5, and wins in ten moves. Chap. III., Var. B,
 after move 7.

6 K-Q5, and wins in twelve moves.

Chapter V., Var. D2, move 5.

A2.

VARIATION ON BLACK'S FOURTH MOVE IN VAR. A.

4 R-B2⁷ (Dia.)

White plays and wins in thirteen moves.

5 Q-B8ch K-Q2

This is Diagram No. 20, Group D, with White to play.

6 Q-KB4

The game may also be continued by 6 Q-Qk8, making a transposal of Diagram No. 27, Group E.

6

K-Qsq

....If 6 .., R-Kt2; 7 Q-B7ch, and wins in eight moves. Chap. II., move 9, (page 11).

,, 6 .., K-Bsq; 7 K-Q6, and wins in nine moves. Chap. V., Var. A2, move 5.

7 K-Q6

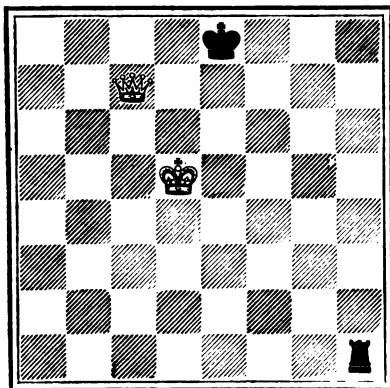
R-Q2ch

8 K-B6, and wins in nine moves.

Chapter III., Var. B1, move 6.

A3.

VARIATION ON BLACK'S FOURTH MOVE IN VAR. A1.



4 R-B8 (Dia.)

For convenient comparison with other Variations, this position is given with the pieces transposed.

White plays and wins in twelve moves.

5 Q-K5ch K-Q2

..If 5 .., K-Qsq; 6 Q-B4, and wins in eight moves. Chap. II., Var. B3, move 8.

,, 5 .., K-B2 or Bsq; 6 Q-B4ch, and wins in eight moves. Chap. II., Var. B1, move 8.

6 Q-B5ch

This check wins more simply than 6 Q-Kt5, R-Q8ch, &c.

6

K-B2

....If 6 .., K-Qsq ; 7 Q-B4, and wins in eight moves. Chap. II., Var. B3, move 8.

7 K-B5

Two moves would be lost by 7 Q-B3, R-QKt8.

7

R-B8ch

....If 7 .., R-KKt8, White wins in eight moves. Var. A7.

„ 7 .., R-Q8 ; 8 Q-B4ch, and wins in five moves. Chap. IV., Var. A, move 7.

„ 7 .., R-K8 ; 8 Q-B4ch, and wins in four moves.

8 K-Kt5

R-K8

....If 8 .., K-Kt2 ; 9 Q-K4ch, and wins in five moves. Chap. V., Var. E, move 12.

9 Q-QB2ch

The defence would be greatly prolonged by 9 Q-B4ch, K-Bsq ; 10 Q-KKt4ch, K-Qsq, &c.

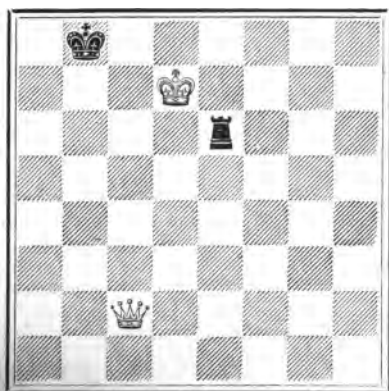
9

K-Ktsq

....If 9 .., K-Kt2, White wins in seven moves. Var. A8.

10 K-B6

This advance is better than the check on KR2.



10

R-K3ch

11 K-Q7 (Dia.) R-KR3

..If 11 .., R-K8 ; 12 Q-Kt3ch, and wins in three moves.

„ 11 .., R-K6 ; 12 Q-B7ch, and wins in three moves.

„ 11 .., R-QR3 ; 12 Q-Ktsqch, and wins in three moves.

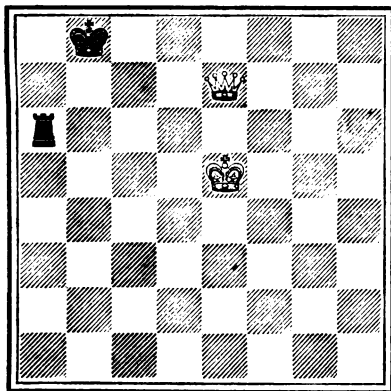
„ 11 .., R-QKt3 ; 12 Q-B7ch, and wins in three moves.

The Rook has obviously no better resources.

12 Q-Kt3ch, and wins the Rook in four moves.

A4.

VARIATION ON BLACK'S FIFTH MOVE IN VAR. A1.



5 K-Ktsq (Dia.)

White plays and wins in eleven moves.

6 K-Q5

Black's best ways now of prolonging the game are 6 ..., R-QKt3 or R-R2.

The move adopted leads to a position not previously given.

6

R-R7

-If 6 ..., R-QKt3 ; 7 K-B5, and wins in nine moves. Chap. III.,
 Var. B4, move 8.
 ,, 6 ..., R-R2 ; 7 Q-Q8ch, and wins in nine moves. Chap. V.,
 Var. G1, move 7 (transposed).
 ,, 6 ..., R-Rsq ; 7 Q-Q6ch, and wins in four moves. Chap. V.,
 Var. A10, move 9.
 ,, 6 ..., R-R4ch ; 7 K-B6, R-R3ch ; 8 K-Kt5, and wins in seven moves.
 Chap. III., Var. B2, move 9.
 ,, 6 ..., K-Bsq or Rsq ; 7 K-B5, K-Ktsq, and White wins in eight moves.
 Chap. III., Var. B2, after move 8.

7 Q-Kt4ch

K-R2

....If 7 ..., K-Rsq ; 8 K-B6, and wins in three moves.

8 K-B6

R-B7ch

9 K-Q7

R-QR7

....If 9 ..., R-KKt7 ; 10 Q-R5ch, and wins in three moves.

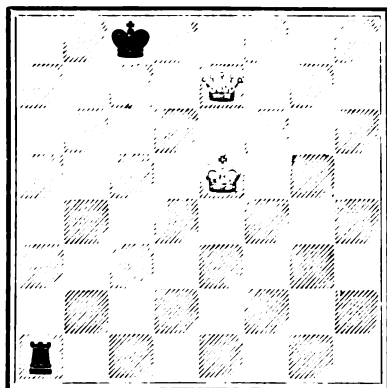
10 Q-B5ch

K-Ktsq

11 Q-B7ch and wins in two moves.

A5.

VARIATION ON BLACK'S FIFTH MOVE IN VAR. A1.



5 R-R8 (Dia.)

White plays and wins in eleven moves.

6 Q-B5ch K-Kt2

..If 6 .., K-Ktsq ; 7 Q-Kt4ch, K-Rsq ;
8 K-Q6, and wins in four moves.

7 Q-Kt4ch K-R3

..If 7 .., K-Rsq ; 8 K-Q6, and wins
in four moves.

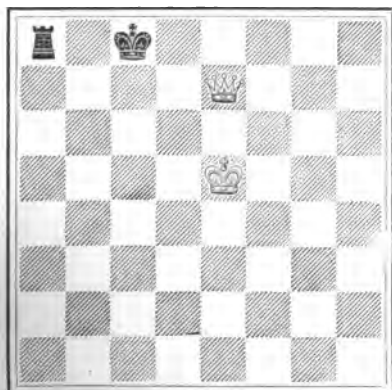
8 Q-B4ch K-Kt2

9 Q-Kt3ch, and wins in seven moves.

Chapter II., Var. B1, move 9.

A6.

VARIATION ON BLACK'S FIFTH MOVE IN VAR. A1.



5 R-Rsq (Dia.)

White plays and wins in ten moves.

The game would last longer if 6 K-Q5,
R-R7 ; making the position in Chap. V.,
Var. A1, after move 4.

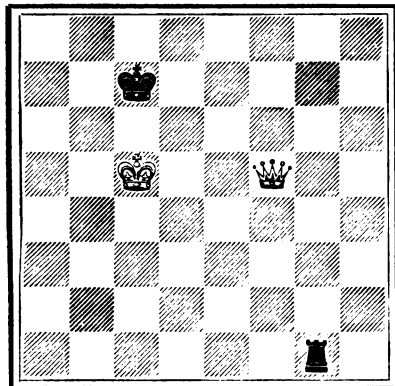
6 K-Q6 R-R3ch

7 K-B5, and wins in eight
moves.

Chap. III., Var. B2, after move 8.

A7.

VARIATION ON BLACK'S SEVENTH MOVE IN VAR. A3.



7 R-KKt8 (Dia.)

White plays and wins in eight moves.

The check below wins more quickly than
8 Q-R7ch, K-Qsq ; 9 Q-Q3ch, &c.

8 Q-B4ch K-Bsq

..If 8 .., K-Kt2 ; 9 Q-R6, and wins
in six moves. Chap. V., Var. B8,
move 9.

9 Q-Q4

The defence would be lengthened either by 9 Q-K4, as in Chap. V., Var. H2 ;
or by 9 Q-K3, R-Kt2.

9

R-KR8

....If 9 .., R-Kt4ch or Kt6, White wins in six moves. Var. A9.
,, 9 .., R-QB8ch ; 10 K-Kt6, and wins in five moves. Chap. IV.,
Var. D, move 9.
,, 9 .., R-KB8 ; 10 K-Q6, and wins in four moves.
,, 9 .., R-Ktsq ; 10 Q-K4,
,, 9 .., R-Kt7 ; 10 Q-R8ch, K-B2 ; 11 Q-K5ch, and wins the Rook in
three moves.

10 Q-K3 !

This method of winning in six moves is not at all obvious. Any
other line of play would make the game last longer.

10

K-Q2 or Qsq

....If 10 .., R-R2 ; 11 Q-K8ch, and wins in four moves.
,, 10 .., R-Q8 ; 11 K-B6, three ,,
,, 10 .., R-QR8 or QKt8 ; 11 Q-K8ch, and wins in four moves.
,, 10 .., R-R7 or Rsq ; 11 K-B6, three moves.
,, 10 .., K-B2 or Ktsq ; 11 Q-K5ch, ,, ,,

11 Q-Q3ch

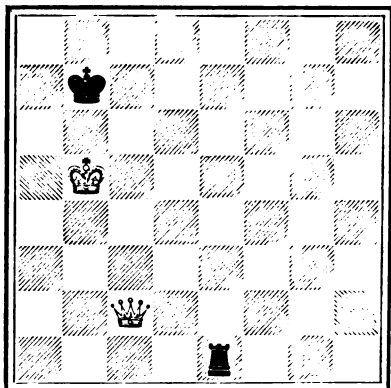
K-Bsq

....If 11 ..., K-B2 ; 12 Q-Q6ch, and wins in two moves.

12 Q-QR6ch, and wins in three moves.

A8.

VARIATION ON BLACK'S NINTH MOVE IN VAR. A3.



9 K-Kt2 (Dia.)

White plays and wins in seven moves.

10 Q-B6ch K-Ktsq

11 Q-KB6

White's position would not be improved by a further check at this point.

11 R-Kt8ch

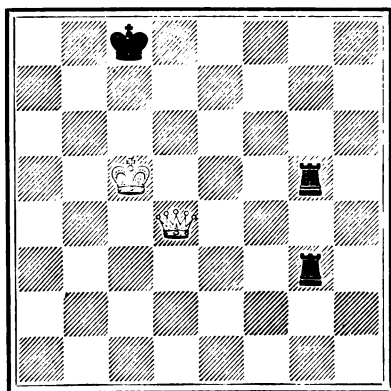
..If 11 ..., R-Q8; 12 Q-B4ch, and wins in three moves.

12 K-R6 K-B2

13 Q-QB3ch, and wins in three moves.

A9.

VARIATION ON BLACK'S NINTH MOVE IN VAR. A7.

9 R-Kt4ch or
Kt6 (Dia.)

White wins in six moves from these positions, which are both shown on the diagram.

10 K-Kt4! R-Kt6

..If 10 ..., R-Kt7, 11 Q-B5ch, and wins in three moves.

,, 10 ..., K-Kt2, 11 Q-Q7ch, and wins in three moves.

,, 10 ..., R-Kt4; 11 Q-QB4ch, K-Kt2 or Q2; 12 Q-B7ch, and wins in three moves.

11 Q-K4

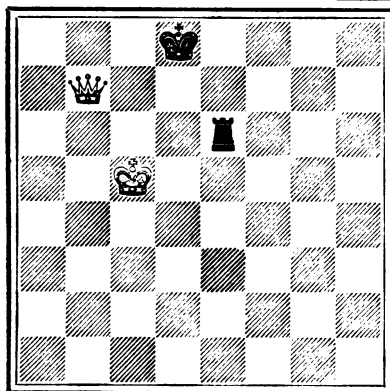
Here, as in Var. A7, White's quickest way of winning is not easily seen. Any other move than this would lose time.

11 K-Q2 or Qsq

12 Q-Q5ch, and wins in three moves.

B.

VARIATION ON BLACK'S SECOND MOVE IN VAR. A.



2 K-Ksq

This position is now placed on the diagram with the pieces transposed to the Queen's side of the Board, that it may be more easily compared with other Variations.

White plays and wins in fifteen moves.

3 Q-KB7

The game would last a move longer if 3 K-Q5, R-KR3.

3 R-QR3

..If 3 .., R-K2, White wins in thirteen moves. Var. B1.

....If 3 .., R-K8; 4 Q-KB4, and wins in thirteen moves. Chap. III., Var. B, move 4.

„ 3 .., R-K7; 4 Q-Q5ch, K-K2; 5 Q-Kt5ch, and wins in nine moves. Chap. V., Var. C., move 2.

„ 3 .., R-K6; 4 K-Q6, R-Q6ch; 5 K-B6, and wins in six moves. Chap. III., Var. B3, after move 7.

The position is that given in Chapter III., Var. B2, after White's seventh move, where Black has to play, and loses in nine moves; but White, having here to begin, cannot win in less than fourteen moves.

4 Q-Q5ch K-B2

....If 4 .., K-Bsq; 5 Q-K4, and wins in nine moves. Chap. V., Var. A4, move 6.

„ 4 .., K-Ksq; 5 Q-K4ch, K-Bsq; 6 Q-B3ch, and wins the Rook in four moves.

5 Q-K4

This move places the Queen on a more commanding square for attack. A few trials will show that White's position cannot be improved by checking.

5 R-R4ch

....If 5 .., R-R2; 6 Q-K5ch, and wins in five moves. Chap. II., move 12 (page 11).

„ 5 .., R-R6; 6 Q-K7ch, seven „ Chap. V., Var. D1, move 10 (transposed).

„ 5 .., K-Bsq; 6 Q-K7, and wins in eight „ Chap. III., Var. B2, move 8.

„ 5 .., K-Ktsq; 6 K-Kt5, „ three „

6 K-Kt4 R-R3

....If 6 .., R-R2, White wins in ten moves. Var. B2.

7 Q-K7ch

This wins more quickly than 7 K-Kt5, R-Q3.

7

K-B3

....If 7 .., K-Kt3; 8 Q-Q8ch, and wins in seven moves. Below, move 10.

,, 7 .., K-Ktsq; 8 K-Kt5, ,, ,, ,, Chap. III.,

Var. B2, move 9.

,, 7 .., K-Bsq; 8 K-Kt5, ,, three ,,

8 Q-K6ch

If 8 Q-QB5ch, K-Q2, Black would escape into a position much more favourable for defence.

8

K-Kt2

9 Q-Q7ch

K-Kt3

....If 9 .., K-Ktsq; 10 K-Kt5, R-R2, and wins in seven moves. Chap. III.,

Var. B2, after move 9.

,, 9 .., K-Rsq; 10 K-Kt5, and wins in four moves.

The position is now like Diagram No. 18, Group D, with all the pieces a square lower on the board.

10 Q-Q8ch

K-Kt2

....If 10 .., K-R2; 11 K-Kt5, and wins in four moves.

,, 10 .., K-B3; 11 Q-B8ch, and wins the Rook in three moves.

11 K-Kt5

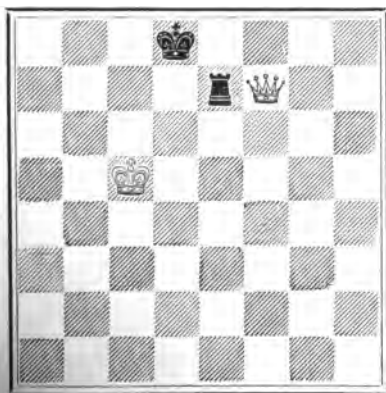
R-R2

12 Q-Q4, and wins in five moves.

Chapter III., Var. B2, move 11.

B1.

VARIATION ON BLACK'S THIRD MOVE IN VAR. B.



3

R-K2 (Dia.)

White plays and wins in thirteen moves.

4 Q-B8ch

K-Q2

5 K-Q5

This position is Diagram No. 26, Group E, with Black to play.

5

R-K7

..If 5 .., R-K8, White wins in nine moves. Var. B3.

,, 5 .., R-K6; 6 Q-Q6ch, and wins in three moves.

6 Q-B5ch

Two moves would be lost by 6 Q-Q6ch, K-Ksq.

6

K-K2

....If 6 .., K-Qsq; 7 K-Q6, and wins in four moves.

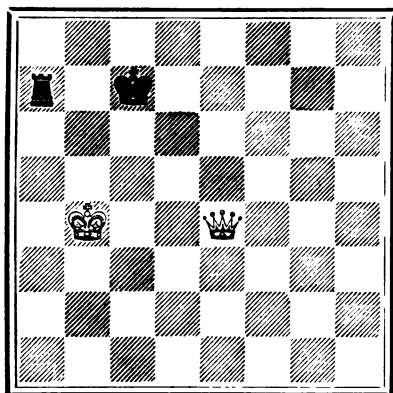
,, 6 .., K-B2; 7 Q-B4ch, ,, ,, ,,

7 Q-Kt5ch, and wins in nine moves.

Chapter V., Var. C, move 2 (transposed).

B2.

VARIATION ON BLACK'S SIXTH MOVE IN VAR. B.



6 R-R2 (Dia.)

White plays and wins in ten moves.

The game would last two moves longer if 7 K-Kt5, R-Kt2ch ; 8 K-B5.

7 Q-K7ch K-Kt3

..If 7 .., K-Ktsq ; 8 Q-Q8ch, and wins in five moves. Chap. III., Var. C, move 6 (transposed).

8 Q-B5ch

Also by 8 Q-Q6ch, K-Kt2 ; 9 K-Kt5, K-Bsq ; 10 Q-K5 !

8

K-Kt2

9 K-Kt5

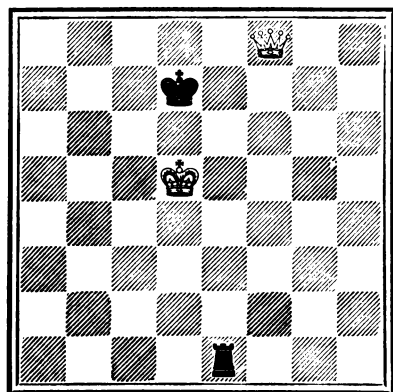
K-Ktsq

10 Q-K5ch, and wins in six moves.

Chapter III., Var. B2, move 10.

B3.

VARIATION ON BLACK'S FIFTH MOVE IN VAR. B1.



5 R-K8 (Dia.)

White plays and wins in nine moves.

The check below wins more quickly than 6 Q-B5ch.

6 Q-Q6ch K-Ksq

..If 6 .., K-Bsq ; 7 Q-B5ch, K-Q2, and White wins in six moves. Chap. II., Var. E, after move 5.

7 Q-Kt8ch K-B2

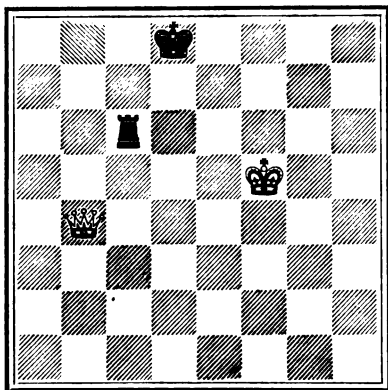
..If 7 .., K-Q2 ; 8 Q-Kt5ch, and wins in five moves. Chap. II., Var. E, move 6.

8 Q-B4ch, and wins in six moves.

Chapter II., Var. B2, move 8 (transposed).

C.

VARIATION ON BLACK'S SECOND MOVE (PAGE 82).



2 K-Qsq (Dia.)

White plays and wins in seventeen moves.

The game would be made longer by
3 Q-Kt7, R-B8.

3 K-K5 K-Q2

..If 3 .., K-Bsq, White wins in thirteen moves. Var. C1.

„ 3 .., K-B2 ; 4 K-Q5, and wins in thirteen moves. Diagram No. 13, Chap. IV., Sec. III.

„ 3 .., R-B2 ; 4 Q-B8ch, and wins in ten moves. Chap. II., move 7, (page 11.)

4 Q-Kt7ch

This wins sooner than 4 K-Q5, R-KKt3, as given in the main Variation. (See page 82, move 4).

4 R-B2

5 Q-Kt5ch

The attack may also be continued by 5 Q-K5ch, K-Bsq ; 6 K-K6, leading to many new Variations.

5 K-K2

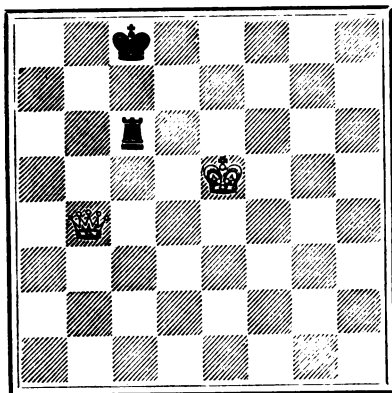
....If 5 .., K-Bsq ; 6 K-Q6, and wins in seven moves. Diagram No. 2, Chap. I., Sec. II.

6 Q-Q5, and wins in thirteen moves.

Chapter II., move 4 (page 10).

C1.

VARIATION ON BLACK'S THIRD MOVE IN VAR. C.



3 K-Bsq (Dia.)

White plays and wins in thirteen moves.

4 K-Q5 K-B2

..If 4 .., R-B2, White wins in twelve moves. Var. C2.

„ 4 .., R-QR3, White wins in nine moves. Var. C3.

„ 4 .., R-B8; 5 K-Q6, and White wins in five moves. Chap. V., Var. A8, move 6.

„ 4 .., R-B7; 5 K-Q6, R-KR7; 6 Q-KB4, and wins in three moves.

The position is Diagram No. 13, with White to play. See Chap. IV., Sec. III.

5 Q-R5ch

The checks on Q7, or KB4, would not improve White's game.

5 K-Kt2

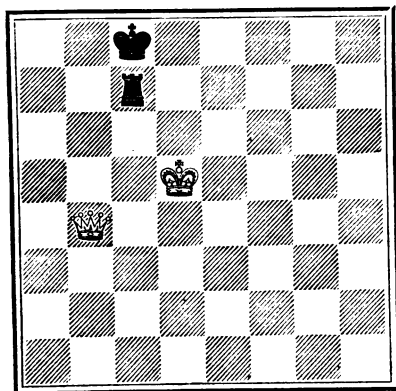
6 Q-Kt5ch R-Kt3

7 Q-Q7ch, and wins in nine moves.

Chapter IV., Var. C., move 4.

C2.

VARIATION ON BLACK'S FOURTH MOVE IN VAR. C1.



4 R-B2 (Dia.)

White plays and wins in twelve moves.

The defence would be improved by placing the Queen on QKt5, or QR5. White therefore continues by moving her to QR4, as on the following page.

5 Q-QR4

R-Q2ch

....If 5 .., K-Ktsq, White wins in ten moves. Var. C4.

,, 5 .., R-QKt2 ; 6 Q-K8ch, and wins in seven moves. Chap. II., move 10 (page 11).

,, 5 .., K-Kt2 ; 6 QKt5ch, and wins in nine moves. Chap. IV., Var. C, move 4 (transposed).

,, 5 .., R-B8 ; 6 K-Q6, and wins in five moves. Chap. I., Var. A, after move 2.

6 K-B6

R-B2ch

7 K-Q6

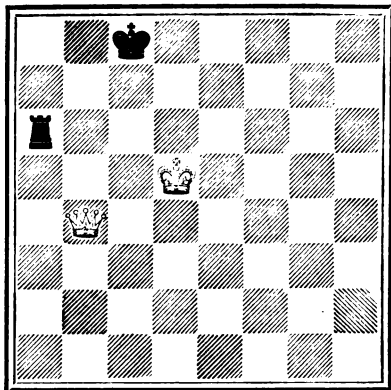
K-Ktsq

8 Q-K8ch, and wins in eight moves.

Chapter IV., Var. D1, move 5 (transposed).

C3.

VARIATION ON BLACK'S FOURTH MOVE IN VAR. C1.



4

R-QR3 (Dia.)

White plays and wins in nine moves.

The game would last three moves longer if 5 Q-B5ch, K-Kt2, as in Chap. IV., Var. C.

5 Q-Kt5

R-KR3

....If 5 .., R-R2 ; 6 K-Q6, and wins in six moves. Diagram No. 11, Group B.

,, 5 .., R-R8 ; 6 Q-K8ch, ,, four ,,

6 Q-K8ch

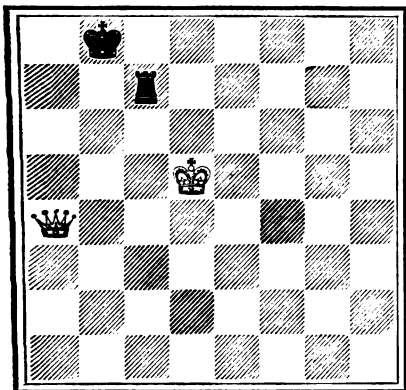
K-Kt2

7 Q-K7ch, and wins in six moves.

Chapter V., Var. A8, move 5 (transposed).

C4.

VARIATION ON BLACK'S FIFTH MOVE IN VAR. C2.



5 K-Ktsq (Dia.)

White plays and wins in ten moves.

6 K-Q6

The game can now be made to last for nine moves by 6 ... R-Kt2.

The Variation below has not yet been given.

6

R-Bsq

....If 6 .., R-QKt2; 7 Q-Q4, and wins in eight moves. Chap. V., Var. D5,
move 9.

„ 6 .., R-KKt2; 7 Q-Q4, „ „ „ Chap. V., Var. A,
move 9.

„ 6 .., R-KR2; 7 Q-K8ch, K-R2; White wins in seven moves. Chap. I.,
Var. B1. after move 6.

„ 6 .., R-QR2; 7 Q-K8ch, and wins in six moves. Chap. I., Sec. II.,
move 2.

„ 6 .., R-B8; 7 Q-Kt4ch, „ four „ Chap. I., Var. A.,
move 3.

„ 6 .., K-Kt2; 7 Q-Kt5ch, „ „ „

7 Q-R5

White may also continue with 7 Q-Kt5ch, K-R2.

7

K-Kt2

....If 7 .., R-B8; 8 Q-Kt4ch, and wins in four moves. Chap. I., Var. A.
move 3. **C34330A**

„ 7 .., R-KBsq; 8 Q-Kt4ch, „ „ „
 „ 7 .., R-Rsq; 8 Q-Kt4ch, „ three „

7 .. R-Rsq ; 8 Q-Kt4ch, ,, three ,,

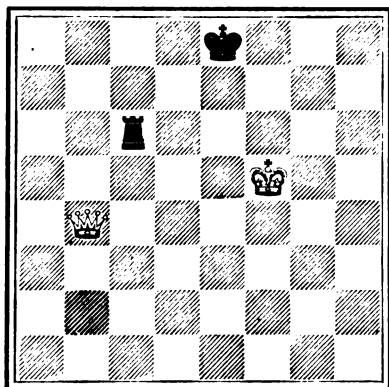
8 K-Q7, and wins in six moves.

Chapter V., Var. G1, move 9.

634220 A

D.

VARIATION ON BLACK'S SECOND MOVE (PAGE 82).



2 K-Ksq (Dia.)

White plays and wins in seventeen moves.

The game would be lengthened either by 3 Q-Kt7, R-B8; or by 3 Q-QR4; K-Q2.

8 K-K5

Black can now continue, as in Var. C, by 8 ... K-Q2, as noted below.

The other defences analysed lose more quickly, but are new :—

3

R-B2

....If 3 ..., R-KR3, White wins in thirteen moves. Var. D1.
 „ 3 ..., K-Qsq, „ „ Var. D2.
 „ 3 ..., K-Q2; 4 Q-Kt7ch, and wins in fifteen moves. Var. C, move 4.
 „ 3 ..., R-KKt3; 4 Q-QB4, „ thirteen „ Chap. V., Var. A,
 move 4.
 „ 3 ..., R-B8; 4 Q-QR4ch, „ three „
 „ 3 ..., R-Bsq; 4 K-Q6, „ „ „

4 Q-Kt8ch

Time would be lost by 4 K-Q6, R-KKt2.

4
5 K-Q5

K-Q2

This is Diagram No. 27, Group E, with Black to play.

5

R-B7

...If 5 .., R-B8; 6 Q-Q6ch, K-Bsq, and White wins in eight moves.
 Chap. V., Var. A8, after move 3.
 .., 5 .., R-B6; 6 Q-Q6ch, and wins in three moves.

6 Q-B4

Here, as in Chap. IV., Var. D2, at move 4 (page 49), White's shortest way of winning is to place the Queen on a better attacking square. All checks lengthen the defence.

6

R-B2

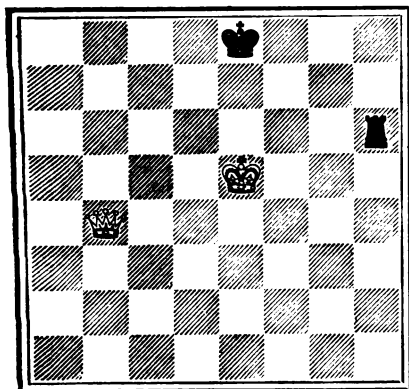
....If 6 .., R-QR7, White wins in nine moves. Var. D3.
 ,, 6 .., R-KKt7, ,, eight ,, Var. D4.

7 Q-KB8, and wins in nine moves.

See Chapter II., after White's eighth move (page 11).

D1.

VARIATION ON BLACK'S THIRD MOVE IN VAR. D.



3 R-KR3 (Dia.)

White plays and wins in thirteen moves, by improving the Queen's position. Anything else loses time, or strengthens Black's defence.

4 Q-KKt4

The best move here to prolong the game is 4 .., K-B2, which transposes into a situation previously treated, as noted below.

The following Variation is new :—

4 R-R7

....If 4 .., K-B2 ; 5 Q-B5ch, and wins in twelve moves. Chap. IV., Var. C, move 2.
 „ 4 .., K-Bsq ; 5 Q-Kt5, „ eight „ Var. C3, move 5.

It is now one of the sheltered positions from which Black would lose much time either by checking, or by 5 Q-KB4, R-QKt7. The neat stroke of play which follows ends the game quickly.

5 K-B5 ! K-Q2

....If 5 .., R-B7ch ; 6 K-K6, K-Bsq ; 7 Q-R5, and wins in three moves.
 „ 5 .., K-K2 ; 6 Q-Kt7ch, and wins in four moves.
 „ 5 .., K-B2 ; 6 Q-Kt6ch, „ three „
 „ 5 .., K-Bsq ; 6 K-Kt6, „ „ „
 „ 5 .., K-Qsq ; 6 Q-Kt8ch, „ „ „

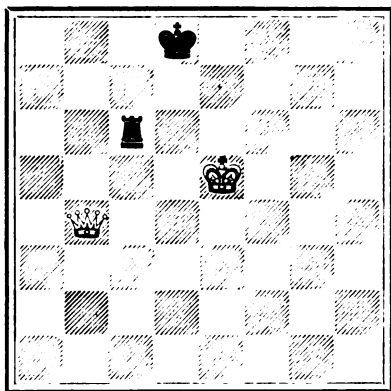
6 K-B6dch K-B8

....If 6 .., K-Qsq ; 7 Q-Kt8ch, and wins in three moves.

7 Q-K6ch, and wins the Rook in four moves.

D2.

VARIATION ON BLACK'S THIRD MOVE IN VAR. D.



5 Q-Kt8ch

White would lose two moves either by 5 Q-B8ch, or by 5 K-Q6, R-Q2ch.

5

K-Q2

This is Diagram No. 27, Group E, with White to play.

6 Q-KB8, and wins in nine moves.

Diagram No. 20, Group D. See Chapter II., after White's eighth move (page 11).

8 K-Qsq (Dia.)

White plays and wins in thirteen moves.

The King's advance is better than checking.

4 K-Q5

Black's best reply is 4 ..., K-B2. The defence adopted is new :—

4 R-B2

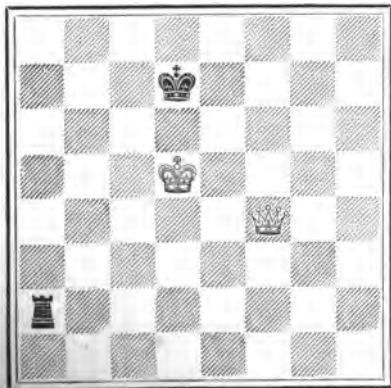
..If 4 ..., K-B2; 5 Q-R5ch, and wins in eleven moves. Var. C1, move 5.

„ 4 ..., R-B8; 5 Q-B8ch, and wins in six moves. Chap. V., Var. A3, move 4.

„ 4 ... R-B7; 5 K-Q6, and wins in four moves.

D3.

VARIATION ON BLACK'S SIXTH MOVE IN VAR. D.



6 R-QR7 (Dia.)

White plays and wins in nine moves by attacking the Rook with Queen. Much time would be lost by checking.

7 Q-QB4 R-Q7ch

..If 7 ..., R-KKt7; 8 Q-K4, and wins in seven moves. Var. D4, move 7.

„ 7 ..., R-R4ch; 8 K-K4, and wins in four moves, as in Var. D4, after move 10 (transposed).

8 K-B5

K-K2

....If 8 ..., K-Ksq ; 9 K-B6, R-Qsq, and White wins in five moves. Chap. III.,
 Var. B1, after move 10.

9 Q-K4ch

K-Q2

....If 9 ..., K-Qsq ; 10 K-B6, and wins in four moves.

10 Q-B5ch

K-Ksq

11 K-B6

R-Qsq

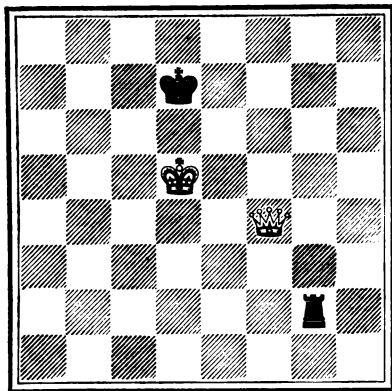
12 Q-KKt5, and wins in three moves.

(Also by 12 K-B7, R-Q7).

D4.

†

VAR. I ON BLACK'S SIXTH MOVE IN VAR. D.



6 R-KKt7 (Dia.)

White plays and wins in eight moves,
 by attacking the Rook, as in Var. D3.

7 Q-K4

R-QR7

..If 7 ..., R-Kt4ch ; 8 K-B4, and wins
 in four moves. Below, move 10.

„ 7 ..., R-Q7ch ; 8 K-B5, and wins
 in five moves. Chap. V., Var. B6.,
 after move 7.

„ 7 ..., R-KB7, Kt8, or Kt2 ; 8 Q-K6ch,
 and wins in three moves.

From this position the attack would not be forwarded by checking,
 or by 8 Q-QB4 ; but the following move of White's King wins
 immediately.

8 K-B5

R-R4ch

....If 8 ..., R-Q7 ; 9 Q-B5ch, and wins in five moves. Var. D3, move 10.
 „ 8 ..., R-R6 ; 9 K-Kt4, R-Kt6, and White wins in four moves.

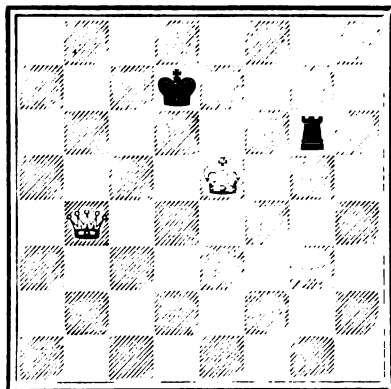
9 K-Kt4

R-KKt4

10 K-B4 !

R-QR4

11 Q-QKt7ch, and wins in three moves.

E.**VARIATION ON BLACK'S THIRD MOVE (PAGE 82).**

3 R-KKt3 (Dia.)

White plays and wins in seventeen moves.

4 Q-Kt7ch K-Qsq

..If 4 ..., K-Ksq ; 5 Q-QB7, and wins in eleven moves. Chap. III, Var. B, move 6.

5 Q-KB7

Time would be lost by 5 Q-Q5ch, K-K2; as White could afterward do nothing better than repeat the check on Kt7.

5

R-QR3

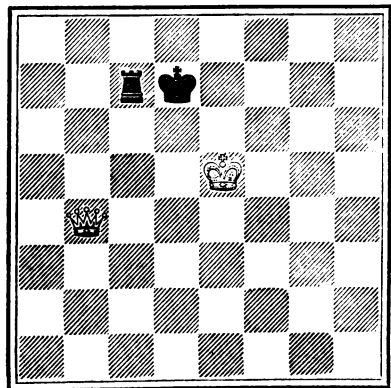
....If 5 ..., R-QB3 ; 6 K-Q5, and wins in fourteen moves. Chap. V., Var. A, move 3.

„ 5 ..., R-QKt3 ; 6 K-Q5, „ eleven „ Chap. III., Var. B, after move 6.

„ 5 ..., R-Kt6 ; 9 Q-KB4, „ four „

6 K-Q5, and wins in fourteen moves.

See main Variation, move 7 (page 83).

E1.**VARIATION ON BLACK'S THIRD MOVE (PAGE 82).**

3 R-B2 (Dia.)

White plays and wins in thirteen moves.

4 K-Q5

Black's best defence here is 4 ..., K-Bsq. The move below has not been given before.

4 R-R2

..If 4 ..., K-Bsq ; 5 Q-QR4, and wins in eleven moves. Var. C2, move 5.

„ 4 ..., K-Qsq or Ksq ; 5 Q-Kt8ch, and wins in ten moves. Var. D2, move 5.

„ 4 ..., R-B8 ; 5 Q-KKt4ch, and wins in three moves.

5 Q-Kt5ch

K-B2

....If 5 .., K-Bsq, White wins in seven moves. Var. E2.

6 K-B5

This wins more quickly than 6 Q-B6ch, K-Ktsq.

6

R-R6

....If 6 .., K-Bsq ; 7 K-Q6, and wins in six moves. Var. E2, move 6.

„ 6 .., R-Kt2 ; 7 Q-K8, „ „ „ Chap. II., after
move 11 (page 11).

„ 6 .., R-R8 ; 7 Q-B6ch, and wins the Rook in five moves.

7 Q-Kt6ch

Two moves would be lost by 7 Q-B6ch, K-Ktsq.

7

K-Bsq

....If 7 .., K-Q2 ; 8 K-Kt4!, R-KR6 ; 9 Q-Q4ch, and wins the Rook in
five moves.

8 Q-K6ch

K-Kt2

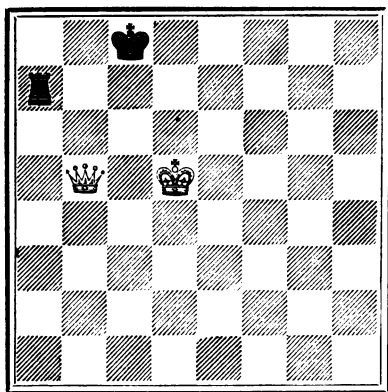
....If 8 .., K-B2 ; 9 K-Kt5, and wins in three moves.

9 K-Kt5, and wins in five moves.

Chapter IV., Var. C1, move 7.

E2.

VARIATION ON BLACK'S FIFTH MOVE IN VAR. E1.



5

K-Bsq (Dia.)

White plays and wins in seven moves.

Much time would be lost by checking.

6 K-Q6

The position is now a transposal of
Diagram No. 11, Group B, with Black
to play.

6

R-KKt2

..If 6 .., R-R8 ; 7 Q-K8ch, and wins
the Rook in four moves.

„ 6 .., R-QB2 ; 7 Q-QR5, and wins
in three moves.

7 Q-KB5ch

This wins far more quickly than 7 Q-K8ch.

7

K-Kt2

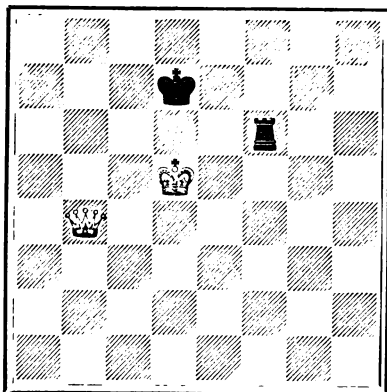
8 Q-B8ch

K-Kt3 or R2

9 Q-B2ch, and wins the Rook in three moves.

F.

VARIATION ON BLACK'S FOURTH MOVE (PAGE 82).



4 R-KB3 (Dia.)

White plays and wins in seventeen moves.

5 Q-Kt7ch K-Qsq

..If 5 ..., K-Ksq ; 6 K-K5, and wins in fifteen moves. Var. A, move 4.

The Kings being in opposition, White's shortest way of winning is to attack the Black Rook with the Queen. Time would be lost, either by 6 K-K5, R-QR3 ; or by checking.

6 Q-KKt7

The game can be prolonged for fifteen moves by 6 .., R-QR3 as noted below.

The continuation analysed here has not previously been given.

6

R-B8

....If 6 .., R-QR3 ; 7 Q-B8ch, and wins in fourteen moves. Var. A, move 5.

„ 6 .., R-QKt3 ; 7 Q-B7, and wins in eleven moves. Chap. III., Var. B, move 6.

„ 6 .., R-B6 ; 7 K-Q6, and wins in three moves.

„ 6 .., R-B7 ; 7 Q-Kt5ch, K-Q2 ; 8 Q-Kt4ch, and wins in four moves.

7 Q-Kt5ch

K-Ksq

....If 7 .., K-Q2 ; 8 Q-Kt4ch, and wins in four moves.

„ 7 .., K-Bsq ; 8 Q-Kt4ch, K-Kt2 ; White wins in four moves.

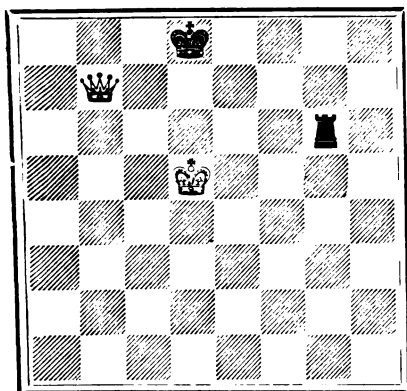
„ 7 .., K-B2 ; 8 Q-Kt3ch, K-Kt3 ; 9 Q-Q6ch, and wins in four moves.

8 Q-R5ch, and wins in twelve moves.

Chapter II., Var. A, move 4 (transposed).

F1.

VARIATION ON BLACK'S FIFTH MOVE (PAGE 82).



5 K-Qsq (Dia.)

White plays and wins in fifteen moves, by attacking the Rook with Queen, as in Var. F.

6 Q-KB7

Black's best defence is 6 .., R-QKt3, as noted below.

The move given here is new :—

6 R-Kt7

..If 6 .., R-QKt3 ; 7 Q-B4, and wins in thirteen moves. Chap. V., Var. A, move 4.

....If 6 .., R-QR3 ; 7 K-B5, and wins in nine moves. Chap. III., Var. B2, move 7.

„ 6 .., R-Kt8 ; 7 Q-B8ch, „ four „

7 Q-B4

This wins more quickly than either 7 Q-B5, or 7 Q-KR7, R-QR7 ; making the position in Chap. V., Var. A1, after move 5. See Diagram on page 52.

7 K-Bsq

....If 7 .., K-Q2 ; 8 Q-K4, and wins in seven moves. Var. D4, move 7.

„ 7 .., R-QR7 ; 8 K-B5, R-R6 ; 9 K-Kt4 ! and wins in three moves.

8 Q-K4

A move would be lost by 8 Q-B5ch, K-B2.

8 R-Kt2

....If 8 .., R-Q7ch ; 9 K-B6, and wins in four moves.

9 Q-B5ch

Neither 9 K-B6, R-B2ch ; nor 9 Q-K8ch, finishes the game so quickly.

9 K-Kt2

10 K-Q6

R-Kt6

....If 10 .., R-QB2 ; 11 Q-QKt5ch, and wins in four moves.

„ 10 .., K-R3 ; 11 Q-Bsqch, and wins in four moves.

„ 10 .., K-R2 or Kt3 ; 11 Q-KB2ch, and wins in three moves.

11 Q-QB2

This move is better than checking.

11

K-Rsq

....If 11 ..., K-R3, R2, or Ktsq; 12 K-B6, and wins in three moves.

12 K-B6

R-Kt5

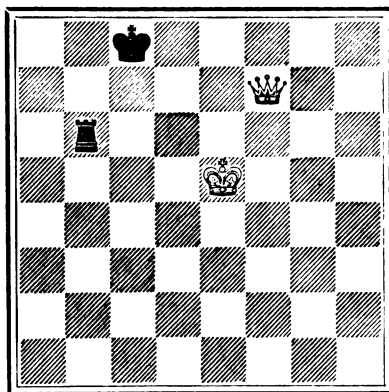
....If 12 ..., R-QR6; 13 Q-QKt2, and wins in three moves.

,, 12 ..., R-KB6; 13 Q-R4ch, and wins in three moves.

13 Q-QR2ch, and wins in three moves.

F2.

VARIATION ON BLACK'S SIXTH MOVE (PAGE 83).



6

K-Bsq (Dia.)

White plays and wins in fifteen moves.

The defence would be prolonged if
7 Q-K7, R-Kt7.

7 K-Q5

Black should now return his King to
Queen's square as noted below.

The Variation appended is new:—

7

K-Ktsq

....If 7 ..., K-Qsq; 8 Q-B4, and wins in thirteen moves. Chap. V., Var. A,
move 4.,, 7 ..., R-QR3; 8 Q-K7, ,, eleven ,, Chap. V., Var. A1,
move 4.,, 7 ..., R-Kt2; 8 Q-K8ch, ,, seven ,, Chap. II., move 10
(page 11).

8 K-B5

The game would last a move longer if 8 Q-K7, R-Kt8.

8

R-Kt2

....If 8 ... R-QR3; 9 Q-K7, and wins in six moves. Chap. IV., Var. B,
move 3.

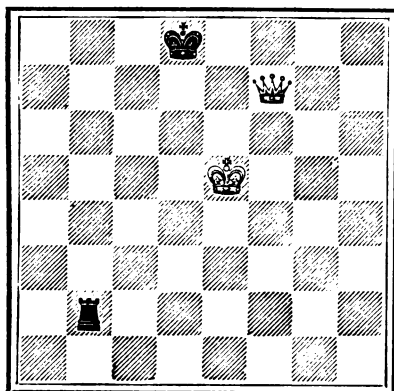
,, 8 ..., R-Kt7; 9 K-B6, R-B7ch; 10 K-Kt6, and wins in four moves.

9 Q-KB4ch, and wins in nine moves.

Chapter V.. Var. D5, move 8 (transposed).

G.

VARIATION ON BLACK'S SIXTH MOVE (PAGE 83).



6 R-Kt7 (Dia.)

White plays and wins in fifteen moves.

7 Q-Q5ch K-B2

..If 7 .., K-Bsq, White wins in thirteen moves. Var. G1.

„ 7 .., K-K2; 8 Q-Q4, and wins in seven moves. Var. D4, move 7.

„ 7 .., K-Ksq; 8 K-B6, R-Kt3ch; 9 K-B5, and wins in three moves.

8 Q-B4ch K-Kt2

..If 8 .., K-Ktsq, White wins in twelve moves. Var. G2.

9 K-Q6

R-Q7ch

....If 9 .., R-Kt3ch, White wins in twelve moves. Var. G3.

„ 9 .., R-KR7; 10 Q-KBsq, and wins in six moves. Chap. V., Var. B8, move 9 (transposed).

„ 9 .., K-Ktsq or Rsq; 10 K-B6, R-Kt2; White wins in seven moves. Chap. I., Sec. I.

10 K-B5

R-Q2

....If 10 .., R-KB7, White wins in seven moves. Var. G4.

„ 10 .., R-QKt7; 11 Q-B7ch, and wins in six moves. Chap. IV., Var. D5, move 5.

11 Q-K4ch

K-B2

....If 11 .., K-Bsq; 12 K-B6, R-B2ch; and White wins in nine moves. Chap. I., Sec. III., move 6.

„ 11 .., K-Ktsq; 12 K-B6, R-Kt2; White wins in seven moves. Chap. I., Var. C, move 7.

12 Q-K8

This is Diagram No. 25, Group E, with Black to play.

12 R-Q8

....If 12 .., R-Q7; 13 Q-K5ch, and wins in six moves. Chap. V., Var. B6, move 6.

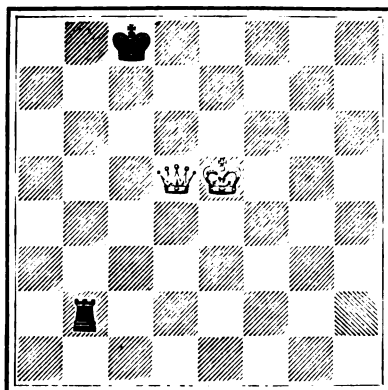
„ 12 .., R-Q6; 13 Q-K5ch, „ four „

13 Q-K5ch, and wins in eight moves.

Chapter V., Var. B5, move 6.

G1.

VARIATION ON BLACK'S SEVENTH MOVE IN VAR. G.



7 K-Bsq (Dia.)

White plays and wins in thirteen moves.

8 K-Q6 R-Kt3ch

..If 8 .., K-Ktsq ; 9 K-B6, R-Kt2,
and White wins in six moves.
Chap. I., Var. B, after move 7.

9 K-B5

The game would last longer if 9 K-K7, R-Kt2ch.

9 R-Kt2

....If 9 .., R-QR3 : 10 Q-K4, and wins in nine moves. Chap. V., Var. A4,
move 6.

10 Q-K4

Either 10 K-B6, or any of the various checks, would lengthen the defence.

10 R-Q2

....If 10 .., R-B2ch ; 11 K-Kt6, and wins in eight moves. Chap. I.,
Sec. III., move 7 (page 5).
,, 10 .., K-Ktsq ; 11 K-B6, ,, seven ,, Chap. I.,
Var. B, move 6.
,, 10 .., K-B2 ; 11 Q-K8, ,, six ,, Chap. II.,
after move 11 (page 11).

11 K-B6

This wins more quickly than 11 Q-K8 or Q-R8ch.

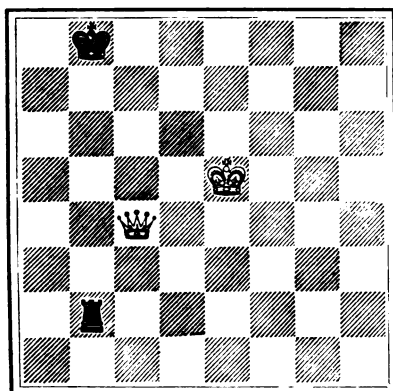
11 R-B2ch

12 K-Kt6, and wins in eight moves.

Chapter I., Sec. III., move 7 (page 5).

G2.

VARIATION ON BLACK'S EIGHTH MOVE IN VAR. G.



8 K-Ktsq (Dia.)

White plays and wins in twelve moves.

9 K-Q6 R-Kt8ch

..If 9 .., R-Kt2 ; 10 Q-Q4, and wins in eight moves. Chap. V., Var. D5, move 9.

„ 9 .., R-KR7 ; 10 Q-KB4, and wins in six moves. Chap. I., Var. C1, move 6.

....If 9 .., K-Rsq ; 10 K-B6, and wins in three moves.

„ 9 .., K-Kt2 ; 10 Q-Q5ch, K-Ktsq ; 11 K-B6, R-Kt2 ; White wins in six moves. Chap. I., Var. B, after move 7.

10 K-B5

R-Kt2

....If 10 .., K-R2 ; 11 Q-R4ch, and wins in eight moves. Chap. IV., Var. D1, move 5.

„ 10 .., K-Kt2 ; 11 Q-KB7ch, „ „ „ Chap. V., Var. B1, move 9.

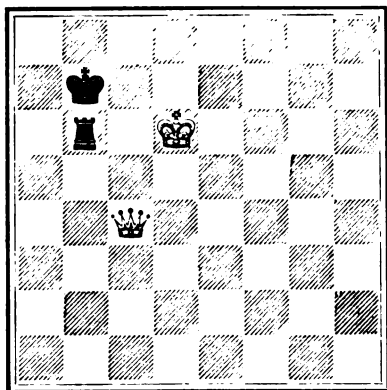
„ 10 .., R-Kt7 ; 11 K-B6, R-Kt2 ; 12 Q-Kt8ch, and wins in six moves. Chap. I., Sec. I.

11 Q-KB4ch, and wins in nine moves.

Chapter V., Var. D5, move 8 (transposed).

G3.

VARIATION ON BLACK'S NINTH MOVE IN VAR. G.



9 R-Kt3ch (Dia.)

White plays and wins in twelve moves.

10 K-Q7 K-R2

..If 10 .., R-KR3 ; 11 Q-K4ch, and wins in five moves. Chap. V., Var. E., move 12.

„ 10 .., R-KB3 ; 11 Q-Q5ch, and wins in four moves.

„ 10 .., R-QR3 ; 11 Q-K4ch, and wins in four moves.

„ 10 .., K-Rsq ; 11 K-B7, R-Kt2ch ; 12 K-B6, and wins in seven moves. Chap. I., Sec. I.

11 Q-Q4

The attack may also be continued by 11 Q-R4ch, K-Kt2.

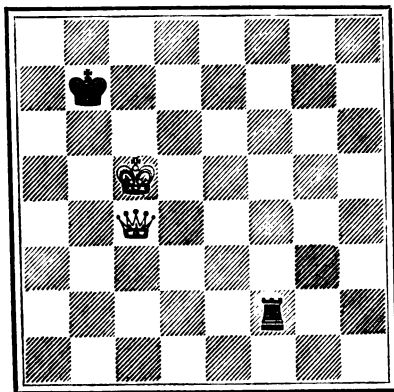
11 K-Kt2

12 Q-QR4, and wins in nine moves.

Chapter III., Var. A, after move 7 (transposed).

G4.

VARIATION ON BLACK'S TENTH MOVE IN VAR. G.



10 R-KB7 (Dia.)

White plays and wins in seven moves.

11 Q-K4ch K-Ktsq

..If 11 .., K-Bsq ; 12 K-Kt5, and wins in four moves.

„ 11 .., K-R2 ; 12 Q-Q4, and wins in four moves.

„ 11 .., K-B2 ; 12 Q-Q4, and wins in five moves. Chap. IV., Var. D2, move 7.

12 Q-Q4

White can also play 12 Q-K5ch, K-R2.

12 R-B2

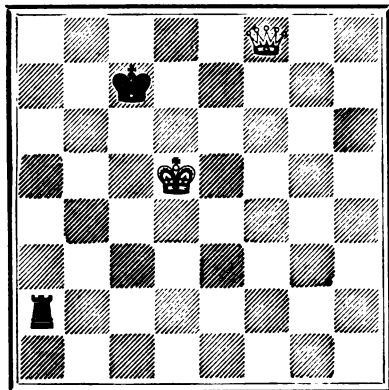
....If 12 .., R-K7 ; 13 Q-Q6ch, and wins in three moves.

„ 12 .., R-B7ch ; 13 K-Kt6, „ „ „

13 K-Kt6, and wins in four moves.

H.

VARIATION ON BLACK'S EIGHTH MOVE (PAGE 84).



8 K-B2 (Dia.)

White plays and wins in ten moves.

9 Q-QB5ch K-Q2

..If 9 ..., K-Qsq ; 10 K-Q6, R-R3ch ;
11 K-K5, and wins in three
moves.

„ 9 ..., K-Kt2 or Ktsq ; 10 Q-Kt4ch,
and wins in six moves. Var. A4,
move 7.

10 Q-B4, and wins in eight
moves.

Var. D3, move 7.



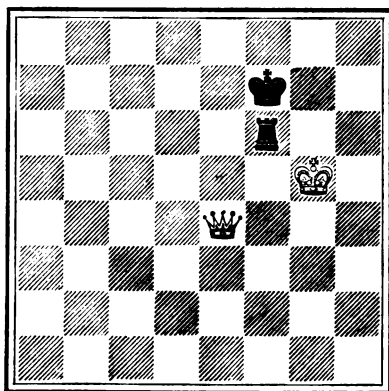
CHAPTER VII.



THIS Chapter contains in two Sections the solutions of Diagrams Nos. 16 and 17, Group C, but gives only the main outlines of White's play in each case. The variations arising from Black's moves are so numerous and complicated, that to supply them all in detail, as has been done in previous Chapters, would greatly increase the size of this work.

The attack in both the positions named above, is on the same principle up to the 7th move, but from that point, in Sec. II., a mode of play is given which is not only the shortest way of winning, but may also often be available for the purpose of driving Black's King and Rook to the edge of the board quickly.

Section I. Diagram No. 16.



Black, having to play first, can prolong the defence for nineteen moves.

1 R-Q3

....If 1 .., R-K3, White wins more expeditiously by 2 Q-QB4, K-K2 ;
3 Q-B7ch, &c.

From this position, the attack is continued as in Chap. VI.

2 Q-QB4ch K-K2

....Black may also play 2 .., K-Ksq ; but loses sooner if 2 .., K-Bsq.

3 K-B5 K-Q2

....This is Black's best defence. If 3 .., R-B3ch ; 4 K-K5, R-KR3, (as in Chapter VI.) White can win in fourteen more moves by 5 Q-QB7ch. See Chap. VI., Var. A, move 6.

4 Q-KB7ch

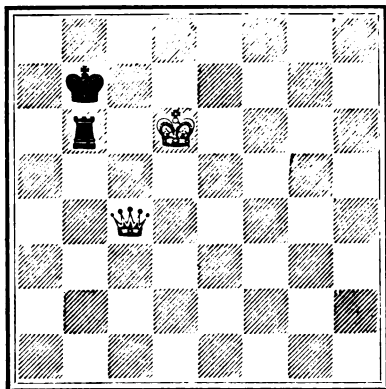
The check given here, wins the game a move more quickly than 4 K-K5, which makes Diagram No. 14, Chap. V., page 47.

4 K-B3

....A better defence than 4 .., K-Qsq or Bsq.

G3.

VARIATION ON BLACK'S NINTH MOVE IN VAR. G.



11 Q-Q4

The attack may also be continued by 11 Q-R4ch, K-Kt2.

11 K-Kt2

12 Q-QR4, and wins in nine moves.

Chapter III., Var. A, after move 7 (transposed).

9 R-Kt3ch (Dia.)

White plays and wins in twelve moves.

10 K-Q7 K-R2

..If 10 .., R-KR3 ; 11 Q-K4ch, and wins in five moves. Chap. V., Var. E., move 12.

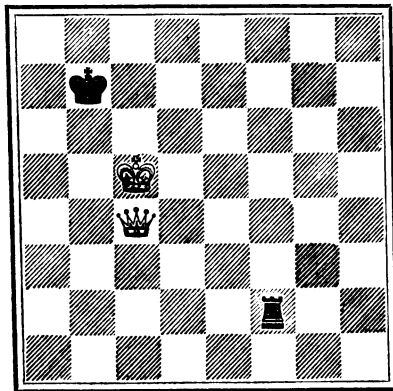
„ 10 .., R-KB3 ; 11 Q-Q5ch, and wins in four moves.

„ 10 .., R-QR3 ; 11 Q-K4ch, and wins in four moves.

„ 10 .., K-Rsq ; 11 K-B7, R-Kt2ch ; 12 K-B6, and wins in seven moves. Chap. I., Sec. I.

G4.

VARIATION ON BLACK'S TENTH MOVE IN VAR. G.



10 R-KB7 (Dia.)

White plays and wins in seven moves.

11 Q-K4ch K-Ktsq

..If 11 .., K-Bsq ; 12 K-Kt5, and wins in four moves.

„ 11 .., K-R2 ; 12 Q-Q4, and wins in four moves.

„ 11 .., K-B2 ; 12 Q-Q4, and wins in five moves. Chap. IV., Var. D2, move 7.

12 Q-Q4

White can also play 12 Q-K5ch, K-R2.

12 R-B2

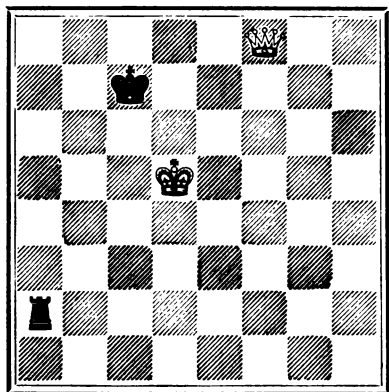
....If 12 .., R-K7 ; 13 Q-Q6ch, and wins in three moves.

„ 12 .., R-B7ch ; 13 K-Kt6, „ „ „

13 K-Kt6, and wins in four moves.

H.

VARIATION ON BLACK'S EIGHTH MOVE (PAGE 84).



8 K-B2 (Dia.)

White plays and wins in ten moves.

9 Q-QB5ch K-Q2

..If 9 .., K-Qsq ; 10 K-Q6, R-R8ch ;
11 K-K5, and wins in three
moves.

„ 9 .., K-Kt2 or Ktsq ; 10 Q-Kt4ch,
and wins in six moves. Var. A4,
move 7.

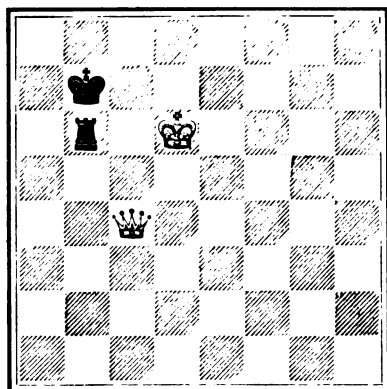
10 Q-B4, and wins in eight
moves.

Var. D3, move 7.



G3.

VARIATION ON BLACK'S NINTH MOVE IN VAR. G.



11 Q-Q4

The attack may also be continued by 11 Q-R4ch, K-Kt2.

11 K-Kt2

12 Q-QR4, and wins in nine moves.

Chapter III., Var. A, after move 7 (transposed).

9 R-Kt3ch (Dia.)

White plays and wins in twelve moves.

10 K-Q7 K-R2

..If 10 .., R-KR3 ; 11 Q-K4ch, and wins in five moves. Chap. V., Var. E., move 12.

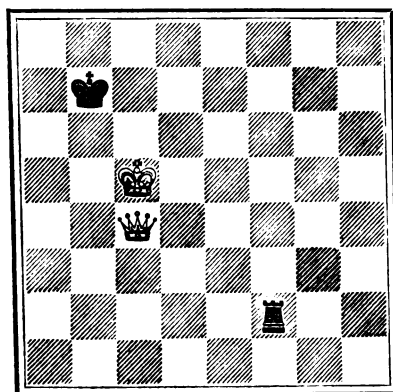
,, 10 .., R-KB3 ; 11 Q-Q5ch, and wins in four moves.

,, 10 .., R-QR3 ; 11 Q-K4ch, and wins in four moves.

,, 10 .., K-Rsq ; 11 K-B7, R-Kt2ch ; 12 K-B6, and wins in seven moves. Chap. I., Sec. I.

G4.

VARIATION ON BLACK'S TENTH MOVE IN VAR. G.



10 R-KB7 (Dia.)

White plays and wins in seven moves.

11 Q-K4ch K-Ktsq

..If 11 .., K-Bsq ; 12 K-Kt5, and wins in four moves.

,, 11 .., K-R2 ; 12 Q-Q4, and wins in four moves.

,, 11 .., K-B2 ; 12 Q-Q4, and wins in five moves. Chap. IV., Var. D2, move 7.

12 Q-Q4

White can also play 12 Q-K5ch, K-R2.

12 R-B2

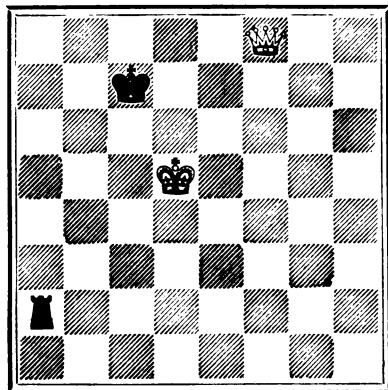
....If 12 .., R-K7 ; 13 Q-Q6ch, and wins in three moves.

,, 12 .., R-B7ch ; 13 K-Kt6, ,, ,, "

13 K-Kt6, and wins in four moves.

H.

VARIATION ON BLACK'S EIGHTH MOVE (PAGE 84).



8 K-B2 (Dia.)

White plays and wins in ten moves.

9 Q-QB5ch K-Q2

..If 9 .., K-Qsq; 10 K-Q6, R-R3ch;
11 K-K5, and wins in three
moves.

„ 9 .., K-Kt2 or Ktsq; 10 Q-Kt4ch,
and wins in six moves. Var. A4,
move 7.

10 Q-B4, and wins in eight
moves.

Var. D3, move 7.



6 K-Kt6 (see Diagram, page 119.)

This is a very notable position, Black being able to make several defences in which White's best methods of continuing the attack are not easy to discover, especially after 6 .., K-B2, and 6 .., R-K8; the Rook being in the latter case quite safe from capture by the Queen's divergent checks.

The move given below for Black is that which continues the game longest.

6	R-Q2
7	Q-K6ch	K-Qsq

White now repeats his fourth, fifth, and sixth moves, but with his King a square nearer the other pieces; again, as at move 4, all the checks would lose time.

8	Q-K5	R-K2
9	Q-Q6ch	K-Ksq
10	K-B6	

The position is now like that after White's sixth move, but with the King placed on a more favourable square.

10	R-KKt2
----	-------	--------

....This prolongs the defence a move more than 10 .., R-KR2, or 10 .., K-B2.

White's method of winning in seventeen moves from this position is not obvious. Time would be lost by 11 Q-K6ch, K-Bsq; because the White King could not then advance to Q6.

11	Q-K5ch	R K2.
----	--------	-------

....If 11 .., K-B2 or Bsq, the White King goes to Q6.

12	Q-KR5ch	
----	---------	--

This gives Black less variety of defence than 12 Q-KB5.

12	K-Bsq
13	K-Q6	R-KKt2
14	K-K5	

If 14 K-K6, the game is greatly prolonged by 14 .., R-Kt3ch; when the Rook cannot be taken.

(See also note after White's second move in Chap. II., page 10.)

14	R-QB2
----	-------	-------

....If 14 .., K-K2; 15 Q-B5, R-B2 (best); 16 Q-QB8 makes Dia. No. 20, Group D.

15	Q-R8ch	K-K2
16	Q-Kt7ch, and wins in eleven moves.	

Chapter II., move 6, page 11.



GROUPS

OF THE

Positions referred to in this work marked
A to E.



GROUP B.

DIAGRAM No. 7.

White to play, wins in twelve moves.

Chapter IV., Section I., page 84.

Black to play, loses in eight moves, by 1 ..., R-Q8.

DIAGRAM No. 8.

White to play, wins in sixteen moves.

Chapter III., move 2, page 20.

Black to play, loses in seven moves.

Chapter III., Variation A1, move 5, page 23.

DIAGRAM No. 9.

White to play, wins in sixteen moves.

Chapter II., move 2, page 10.

Black to play, loses in seven moves.

Chapter II., Variation D, move 5, page 18.

DIAGRAM No. 10.

White to play, wins in fourteen moves.

Chapter I., Section III., page 4.

Black to play, loses in five moves.

Chapter V., Variation A6, move 8, page 55.

DIAGRAM No. 11.

White to play, wins in seven moves.

Chapter I., Section II., page 8.

Black to play, loses in six moves.

Chapter VI., Variation E2, move 6, page 105.

GROUP B.

No. 7.



No. 8.



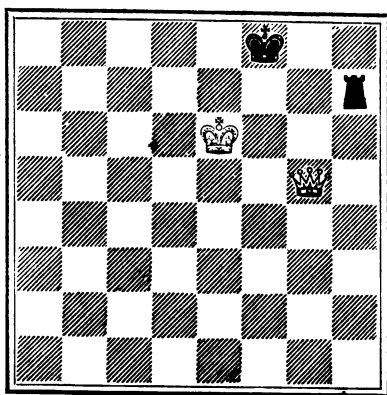
No. 9.



No. 10.



No. 11.



GROUP C.

DIAGRAM No. 12.

White to play, wins in five moves. }
Black to play, loses in nine moves. }

Chapter IV., Section II., page 36.

DIAGRAM No. 13.

White to play, wins in twelve moves.

Chapter VI., Variation C1, move 5, page 97.

Black to play, loses in thirteen moves.

Chapter IV., Section III., page 37.

DIAGRAM No. 14.

White to play, wins in four moves. }
Black to play, loses in seventeen moves. }

Chapter V., page 47.

DIAGRAM No. 15.

Black to play, can prolong the game for twenty moves.

Chapter VI., page 82.

DIAGRAM No. 16.

Black to play, can prolong the game for nineteen moves.

Chapter VII., Section I., page 115.

DIAGRAM No. 17.

Black to play, can prolong the game for twenty-two moves.

Chapter VII., Section II., page 117.

GROUP C.

No. 12.



No. 13.



No. 14.



No. 15.



No. 16.



No. 17.



GROUP D.

DIAGRAM No. 18.

White to play, wins in six moves.

Chapter V., Variation G1, move 10, page 76.

Black to play, loses in four moves.

Chapter III., Variation C, move 7, page 81.

DIAGRAM No. 19.

White to play, wins in ten moves.

Chapter IV., Variation D, move 5, page 42.

Black to play, loses in six moves.

Chapter II., move 11, page 11.

DIAGRAM No. 20.

White to play, wins in twelve moves.

Chapter VI., Variation A2, move 6, page 87.

Black to play, loses in nine moves.

Chapter II., move 8, page 11.

DIAGRAM No. 21.

White to play, wins in twelve moves, by 1 Q-QB8, making Diagram No. 26, Group E, transposed.

Black to play, loses in twelve moves. Chapter II., move 5, page 11.

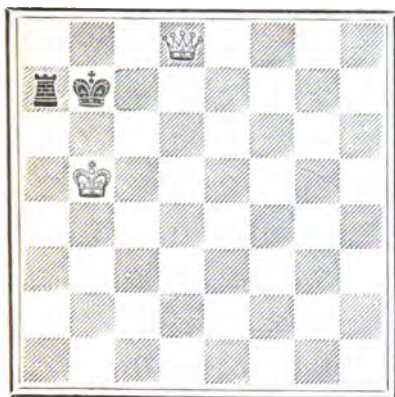
DIAGRAM No. 22.

White to play, wins in ten moves, by 1 Q-Q8, making Diagram No. 25, Group E, transposed.

Black to play, loses in fifteen moves, by 1 ... R-Q2.

GROUP D.

No. 18.



No. 19.



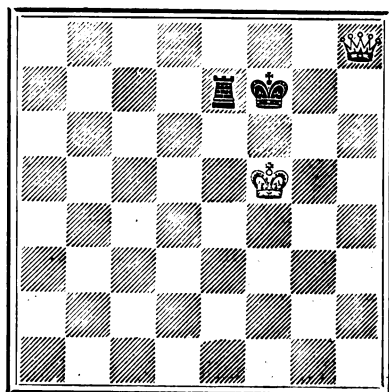
No. 20



No. 21.



No. 22.



GROUP E.

DIAGRAM No. 23.

White to play, wins in nine moves, by 1 Q-Q8.

Black to play, can prolong the game for sixteen moves,
by 1 ..., R-Kt4ch.

DIAGRAM No. 24.

White to play, wins in ten moves.

Chapter III., Variation A, move 7, page 22, transposed.

Black to play, loses in nine moves.

Chapter V., Variation E, move 8, page 71.

DIAGRAM No. 25.

White to play, wins in twelve moves.

Chapter V., Variation B, move 6, page 58.

Black to play, loses in nine moves.

Chapter V., Variation G, move 12, page 109.

DIAGRAM No. 26.

White to play, wins in thirteen moves, by 1 Q-QKt8, making

Diagram No. 21, Group D, transposed.

Black to play, loses in eleven moves.

Chapter VI., Variation B1, move 5, page 94.

DIAGRAM No. 27.

White to play, wins in ten moves.

Chapter VI., Variation D2, move 6, page 102.

Black to play, loses in eleven moves.

Chapter VI., Variation D, move 5, page 100.

DIAGRAM No. 28.

White to play, wins in seven moves.

Chapter V., Variation A5, move 8, page 54.

Black to play, loses in nine moves.

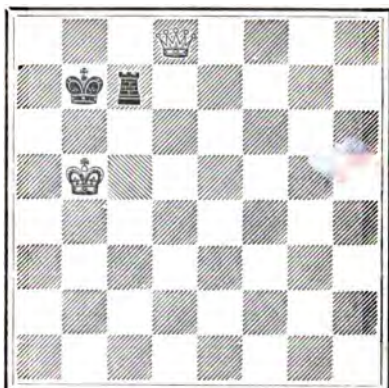
Chapter IV., Variation D, move 5, page 42.

GROUP E.

No. 23.



No. 24.



No. 25.



No. 26.



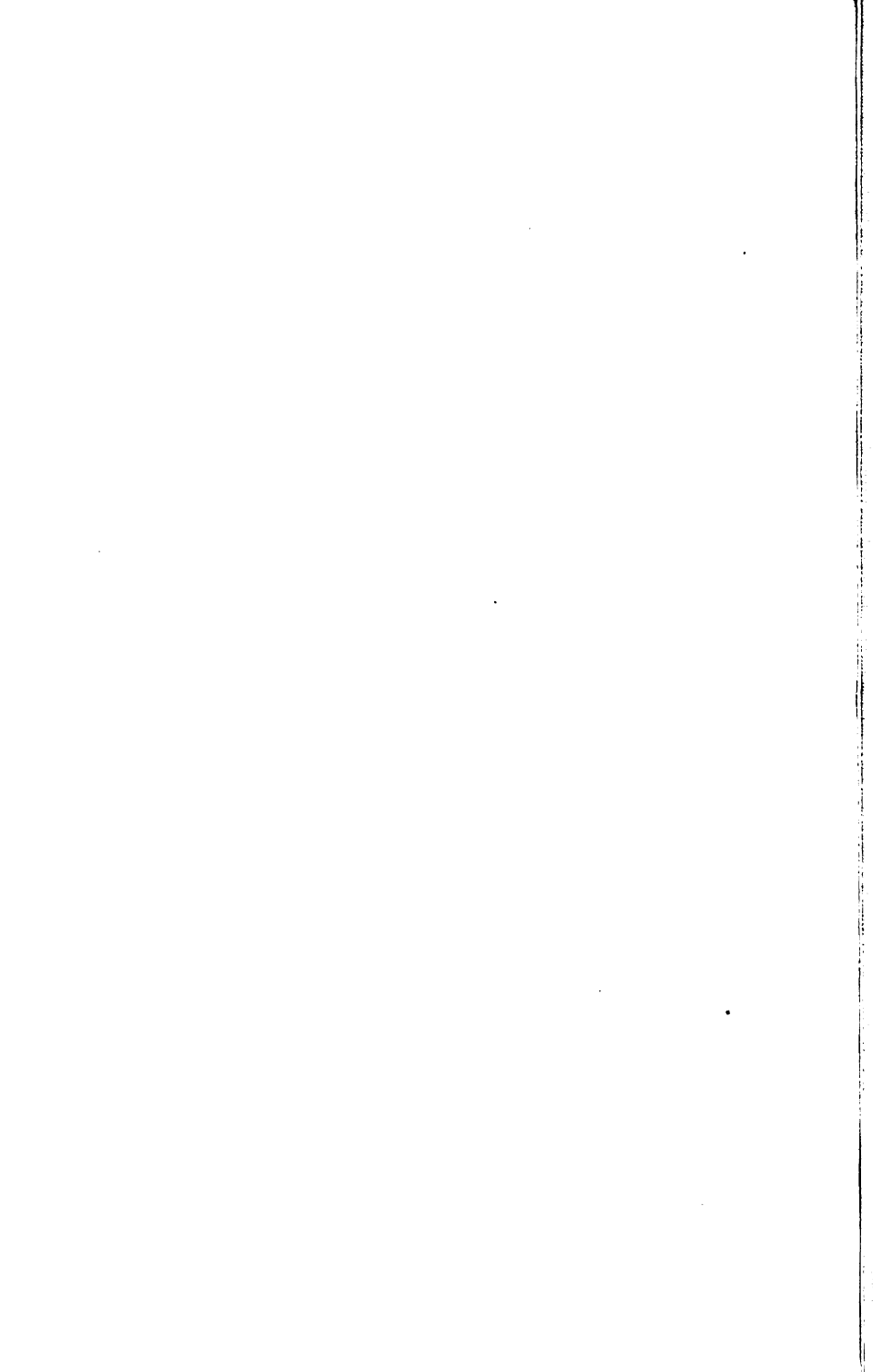
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